

# **BHAVAN'S LIBRARY**

This book is valuable and  
NOT to be ISSUED  
out of the Library  
without Special Permission

DENA LIBRARY.

# ROYAL AUCTION BRIDGE:

THE LAWS AND PRINCIPLES  
THE ART AND PRACTICE

A Systematic Exposition of the Elements of  
the Game according to the best and latest  
practice

Preceded by the Official Code of Laws  
of 1914, as approved and adopted by  
THE PORTLAND CLUB

By  
ERNEST BERGHOLT

Author of "The Principles and Practice of Whist"  
(Philadelphia, 1902), "The Principles and Practice of  
Bridge" "Double Dummy Bridge" (the Bridge Problem  
Book), "Royal Spades, or Lily Auction Bridge," "A New  
Book of Patience Games" "A Second New Book of Patience  
Games," etc., and Editor of "Hoyle's Games Modernized"

SECOND EDITION  
CORRECTED AND ENLARGED  
(FOURTH IMPRESSION)

LONDON  
GEORGE ROUTLEDGE & SONS, LTD  
NEW YORK · E. P. DUTTON & CO.

*Printed in Great Britain by Baskin & Tinsley, Faversham and London.*

## PREFATORY NOTE TO SECOND EDITION

THE work has been subjected to careful revision. Two Appendices of important Cases and Decisions have been added, and one of the Illustrative Hands has been materially improved.

*January, 1918.*

## PREFATORY NOTE TO FIRST EDITION

THIS volume is the fruit of many years' experience in teaching and in analysing the game of Bridge under each of the varying forms which it has successively assumed. I have borne in mind throughout the requirements of the beginner ; but I hope that even the expert may find food for reflection in some of the views which I have endeavoured to develop.

I am glad to take the opportunity of expressing publicly my gratitude to that excellent analyst, Mr. James Castello, for his revision of the proof-sheets, and for the many valuable hints and suggestions that he has furnished.

THE AUTHOR.

# CONTENTS

PAGE

INDEX TO THE LAWS . . . . .	7
THE LAWS . . . . .	9
INTRODUCTORY . . . . .	39
GENERAL ROUTINE . . . . .	43
ORIGINAL DECLARATION BY THE DEALER . . . . .	43
WHEN TO BID ONE IN A SUIT . . . . .	47
Not ORIGINAL DECLARATIONS . . . . .	50
TWO-SUIT HANDS . . . . .	59
ONE NO-TRUMP . . . . .	67
Not ORIGINAL NO-TRUMPERS . . . . .	73
THE TWO-SUIT NO-TRUMPER . . . . .	75
THE CALL OF TWO OR MORE NO-TRUMPS . . . . .	76
SECOND HAND DECLARATIONS . . . . .	77
THIRD HAND DECLARATIONS . . . . .	82
FOURTH HAND DECLARATIONS . . . . .	97
THE BIDDING ON SECOND ROUND . . . . .	98
"FLAG-FLYING" . . . . .	101
DOUBLING . . . . .	102
THE ORIGINAL LEAD.—I. WHEN THERE ARE TRUMPS . . . . .	109
CONTRACT ALLOWED TO WIN THROUGH A WRONG OPENING LEAD . . . . .	114

	PAGE
THE ORIGINAL LEAD.—II. WHEN THERE ARE NO TRUMPS . . . . .	116
HOW NOT TO PLAY A NO-TRUMPER . . . . .	119
THE ORIGINAL LEAD WHEN PARTNER HAS DOUBLED A NO-TRUMPER . . . . .	128
THE SUIT ORIGINALLY LED: WHICH CARD TO CHOOSE:—	
I.—WHEN THERE ARE TRUMPS . . . . .	129
c SUMMARY . . . . .	133
II.—WHEN THERE ARE NO TRUMPS . . . . .	135
THE BATH COUP. NEGLECTING TO CHANGE SUIT . . . . .	137
SUMMARY . . . . .	139
THE LEAD OF THE FOURTH-BEST . . . . .	139
EXAMPLES OF THE LEAD OF THE FOURTH-BEST: . . . . .	140
THE ELEVEN RULE . . . . .	141
LEADING TO PARTNER'S DECLARED SUIT . . . . .	144
THE ORDINARY CONVENTIONS . . . . .	144
GENERAL PLAY OF THE HAND . . . . .	147

# INDEX TO THE LAWS OF ROYAL AUCTION BRIDGE

	PAGE
THE RUBBER . . . . .	9
SCOPING . . . . .	10
CUTTING . . . . .	3
FORMATION OF TABLE . . . . .	13
CUTTING OUT . . . . .	14
ENTRY AND RE-ENTRY . . . . .	14
SHUFFLING . . . . .	15
THE DEAL . . . . .	15
A NEW DEAL . . . . .	17
DECLARING TRUMPS . . . . .	18
DOUBLING AND RE DOUBLING . . . . .	21
DUMMY . . . . .	23
EXPOSED CARDS . . . . .	25
CARDS LIABLE TO BE CALLED . . . . .	26
CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK . . . . .	30
THE REVOKE . . . . .	30
CALLING FOR NEW CARDS . . . . .	33
GENERAL RULES . . . . .	33
<hr style="width: 20%; margin: auto;"/>	
THREE-HANDED ROYAL AUCTION BRIDGE . . . . .	35
ETIQUETTE OF ROYAL AUCTION BRIDGE . . . . .	37

# THE LAWS OF ROYAL AUCTION BRIDGE

*Framed by the Cards Committee of the PORTLAND CLUB, with the co-operation of a representative of each of the following Clubs: THE BALBWIN, THE BATH, THE ST. JAMES'S, THE TURF, and WHITE'S.*

Finally Approved and Adopted by the Committee of the Portland Club in May, 1914.

[These Laws are here reprinted *verbatim* by special permission. The Explanatory Notes, which embody several of the most recent decisions of the Portland Club Committee, are by the Author of the present work.]

## THE RUBBER

1. The Rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

*Note.*—Were it not for a recent extraordinary decision by the *New York Sunday Sun*, it would scarcely be necessary to say that "the best of three games" means the majority of three games: two games out of three. An agreement is occasionally made to play what has been called a *partie* of rubbers, *i.e.*, to play until the same side has won two rubbers. In such an event, it must be agreed beforehand whether "winning a rubber" is to be deemed to mean "winning the majority of games" or "winning the balance of points" (*see* Law 11)



## SCORING

2 A game consists of thirty points, obtained by tricks alone, which are scored below the line. This is exclusive of any points counted for Honours, Chicane, Slam, Bonus, or Under-tricks, all of which are scored above the line.

3 Every hand is played out, and any points in excess of the thirty points necessary for the game are counted.

4 When the declarer (*vide* Law 50) makes good his declaration by winning at least as many tricks as he declared to win, each trick above 6 counts.—

6	points	when	Clubs	are	trumps
7	"	"	Diamonds	"	"
8	"	"	Hearts	"	"
9	"	"	Spades (Royal)	are	trumps
10	"	"	there	are	No Trumps

These values become respectively 12, 14, 16, 18, and 20 when the declaration has been doubled, and 24, 28, 32, 36 and 40 when the declaration has been re-doubled (*vide* Law 56).

5 Honours consist of ace, king, queen, knave, and ten of the trump suit. When there are no trumps they consist of the four aces.

6 Honours in trump suits are thus reckoned. If a player and his partner conjointly hold—

1. The five honours of the trump suit, they score for honours five times the value of the trump suit trick.

- II. Any four honours of the trump suit, they score for honours four times the value of the trump suit trick.
- III. Any three honours of the trump suit, they score for honours twice the value of the trump suit trick.

If a player in his own hand holds—

- I. The five honours of the trump suit, he and his partner score for honours ten times the value of the trump suit trick.
- II. Any four honours of the trump suit, he and his partner score for honours eight times the value of the trump suit trick; and if his partner holds the fifth honour, nine times the value of the trump suit trick.

The value of the trump suit referred to in this law is its original value—e.g., six points in clubs and seven points in diamonds; the value of honours is in no way affected by any doubling or re-doubling.

7. HONOURS, when there are no trumps, are thus reckoned:—

If a player and his partner conjointly hold—

- I. The four aces, they score for honours forty points.
- II. Any three aces, they score for honours thirty points.

If a player in his own hand holds—

The four aces, he and his partner score for honours one hundred points.

These values are in no way affected by doubling or re-doubling

8 CHICANE is thus reckoned .—

If a player holds no trump, he and his partner score for Chicane twice the value of the trump suit trick. The value of Chicane is in no way affected by any doubling or re-doubling

9 SLAM is thus reckoned —

If a player and his partner make, independently of any tricks taken for the revoke penalty—

I All thirteen tricks, they score for Grand Slam one hundred points

II Twelve tricks, they score for Little Slam fifty points

10 Honours, Chicane, Slam, Bonus, and points for Under tricks are reckoned in the score at the end of the rubber

11 At the end of the rubber, the total scores for Tricks, Honours, Chicane, Slam, Bonus, and Under-tricks obtained by each player and his partner are added up, two hundred and fifty points are added to the score of the winners of the rubber, and the difference between the two scores is the number of points won, or lost, by the winners of the rubber

12 If an erroneous score affecting Tricks Bonus or Under-tricks be proved, such mistake may be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the last card of the following deal has been dealt, ~~and~~ the

case of the last game of the rubber, until the score has been made up and agreed.

13. If an erroneous score affecting Honours, Chicane, and Slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed.

14. When a rubber is started with the agreement that the play shall terminate (*i. e.*, no new deal shall commence) at a specified time, and the rubber is then unfinished, the score is made up as it stands, 125 points being added to the score of the winners of a game. A deal, if started, must be finished.

### CUTTING

15. The ace is the lowest card

16. In all cases, every player must cut from the same pack

17. Should a player expose more than one card, he must cut again.

### FORMATION OF TABLE

18. If there are more than four candidates, the players are selected by cutting, the first six in the room having the right of belonging to the table, which is complete with six players. The candidates who cut the next lowest cards have a prior right to any after-comer to enter the table.

19. The four who cut the lowest cards play the first rubber; they cut again for partners, and the two lowest play against the two highest. The player cutting the lowest card deals first, and has choice of

cards and seats, and, having once made his selection, must abide by it.

20. Two players cutting cards of equal value, unless such cards are the two highest, cut again ; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

21. Three players cutting cards of equal value cut again ; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer ; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

*Note*—To avoid a fresh cut, it has become customary of late years to rank cards of equal denomination according to the order of the suits in Auction, *e g.*, if four sixes should be cut, those cutting the six of clubs and the six of diamonds would play against those cutting the six of hearts and the six of spades ; the player cutting the six of clubs would deal first. This practice is not recognized by the Laws

### CUTTING OUT

22. At the end of a rubber, should admission be claimed by one, or two candidates, the player who has, or the players who have, played a greater number of consecutive rubbers than the others is, or are, out ; but when all have played the same number, they must cut to decide upon the out-goers ; the highest are out.

### ENTRY AND RE-ENTRY

23. A candidate, whether he has played or not, can join a table which is not complete by declaring in at

any time prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out

24 In the formation of fresh tables, the candidates who have neither belonged to nor played at any other table have the prior right of entry ; the others decide their right of admission by cutting.

25 Any one quitting a table prior to the conclusion of a rubber may, with consent of the other three players, appoint a substitute in his absence during that rubber.

26 A player joining one table whilst belonging to another, loses his right of re-entry into the latter, and takes his chance of cutting in, as if he were a fresh candidate

27. If any one break up a table, the remaining players have the prior right to him of entry into any other ; and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting

### SHUFFLING

28 The pack must neither be shuffled below the table nor so that the face of any card can be seen.

29 The pack must not be shuffled during the play of the hand

30 A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table

31 Each player has a right to shuffle once only

(except as provided by Law 34) prior to a deal, after a false cut, or when a new deal has occurred

32 The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack

33 Each player, after shuffling, must place the cards properly collected and face downwards, to the left of the player about to deal

34 The dealer has always the right to shuffle last, but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he may be compelled to re shuffle

### THE DEAL

35 Each player deals in his turn, the order of dealing goes to the left

36 The player on the dealer's right cuts the pack, and in dividing it, must not leave fewer than four cards in either packet, if in cutting or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards or a doubt as to the exact place in which the pack was divided there must be a fresh cut

37 When a player, whose duty it is to cut, has once separated the pack, he cannot alter his cut, more over, he can neither re-shuffle nor re-cut the cards

38 After the pack has been cut, should the dealer shuffle the cards, the pack must be cut again

39 The fifty two cards shall be dealt face downwards The deal is not completed until the last card has been dealt face downwards There is no misdeal

## A NEW DEAL

40 There must be a new deal—

- I. If, during a deal, or during the play of a hand, the pack be proved to be incorrect or imperfect.
- II. If, during a deal, any card be faced in the pack, or in any way exposed on, above, or below the table.
- III. Unless the cards are dealt into four packets, one at a time and in regular rotation, beginning at the player to the dealer's left.
- IV. Should the last card not come in its regular order to the dealer
- V. Should a player have more than thirteen cards, and any one or more of the others less than thirteen cards
- VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third, but if, prior to dealing that card, the dealer can, by altering the position of one card only, rectify such error, he may do so
- VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error prior to the last card being dealt, and before looking at their cards.

41. A player may not look at any of his cards until the deal has been completed; should he do so, and a card be afterwards exposed, the adversary on his



left shall have option of allowing the deal to stand or not

42 If the dealer, before he has dealt fifty-one cards, look at any card, his adversaries have a right to see it, and may exact a new deal

43 Should three players have their right number of cards, and the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good, should he have played, he is answerable for any revoke he may have made, as if the missing card, or cards, had been in his hand, he may search the other pack for it, or them

44 If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber, that hand in which the imperfection was detected is null and void, and the dealer must deal again

45 Any one dealing out of turn, or with the adversaries' cards, may be stopped before the last card is dealt, otherwise the deal stands good, and the game must proceed as if no mistake has been made

*Note* —If a player complete a deal with the wrong cards so that the deal stands good under the Law, the interchange of the two packs also stands good

46. A player can neither shuffle, cut, nor deal for his partner without the permission of his opponents

### DECLARING TRUMPS

47 The dealer, having examined his hand, may either pass or may declare to win at least the odd trick, but he may declare to win more. Should he

make a declaration, he must state whether the hand shall be played with or without trumps, in the former case he must name which suit shall be trumps. The lowest declaration he can make is "One Club"—i.e., he declares to win at least one odd trick, clubs being trumps.

48 After the dealer, each player in turn, commencing with the player on the dealer's left, has the right to pass or to make a declaration higher than has yet been made, or to double the last declaration, or to re-double a declaration which has been doubled, subject to the provisions of Law 56. A declaration of a greater number of tricks in a suit of lower value, which equals the last declaration in value of points, shall be considered a higher declaration—e.g., a declaration of "Three Clubs" is a higher declaration than "Two Spades" (Royal), and "Four Clubs" is higher than "Three Hearts". If all the players pass, the hand is abandoned and the deal passes to the next player.

49 A player, in his turn, may overbid previous declarations any number of times, and may also overbid his partner, but he cannot overbid his own declaration which has been passed by the other three players. When the *final declaration* has been made—i.e., when the last declaration has been *passed* by the other three players—the player who made such declaration (or in the case where both partners have made declarations in the same suit, or of "No Trumps," the player who made the first of such declarations) shall play the combined hands of

himself and of his partner, the latter becoming Dummy

50 When the player of the two hands (hereinafter termed "the declarer") wins at least as many tricks as he declared to do, he scores the full value of the tricks won (see Laws 2 and 4) When he fails his adversaries score fifty points for each under trick—i.e., each trick short of the number declared. Or, if the declaration has been doubled or re-doubled one hundred or two hundred respectively for each under trick, neither the declarer nor his adversaries score anything towards the game

51 If a player make an illegal declaration such as declaring an impossible number of tricks the adversary on his left may demand a new deal, may treat such declaration as not made, or may permit it to stand The player in error cannot be penalized for more than Grand Slam

52 If a player make a declaration (other than passing) out of turn, the adversary on his left may demand a new deal or may allow the declaration so made to stand or he may refer it to his partner, whose decision must be final Should the declaration be allowed to stand the bidding shall continue as if the declaration had been in order

*Note*—The following case has been decided by the Portland Club Z. is the dealer but has not declared A. thinking it is his own deal, says "I pass" Y the next player then calls One Spade. Z. now says it is his deal and calls One No-trump What should be done?

*Decision*—B. (partner of A.) has the triple right of penalty as laid down in Law 52 and there the matter ends

[It is unfortunate that A's mistake for which there is no penalty and which must be deemed a void act should have misled Y but in giving an official decision the Laws can only be construed strictly—Ed]

53 If a player, in bidding fail to declare a sufficient number of tricks to overbid the previous declaration, he shall be considered to have declared the requisite number of tricks in the bid which he has made, provided that the number of tricks shall not exceed seven, and his partner shall be debarred from making any further declaration, unless either of his adversaries make a higher declaration or double. If however such insufficient declaration be accepted by the next player passing it, or doubling it or by making a higher declaration no rectification can be made.

*Note.*—Either adversary may call attention to the insufficiency of the declaration or to the fact that a declaration has been made out of turn. See Law 104

54 After the final declaration has been made, a player is not entitled to give his partner any information as to a previous declaration whether made by himself or by either adversary, but a player is entitled to inquire at any time during the play of the hand what was the final declaration.

## DOUBLING AND RE-DOUBLING

55 The effect of doubling and re-doubling is that the value of each trick over six is doubled or quadrupled as provided in Law 4, but it does not alter

the value of a declaration—e g, a declaration of "Two Clubs" is higher than "One Heart," although the heart declaration has been doubled

56 Any declaration can be doubled and re-doubled once, but not more, a player cannot double his partner's declaration, or re-double his partner's double, but he may re-double a declaration of his partner's which has been doubled by his adversaries.

57 The act of doubling or re-doubling, re-opens the bidding. When a declaration has been doubled, or re-doubled, any player, including the player whose declaration has been doubled, or whose double has been re-doubled, can in his proper turn make a further declaration of higher value

58 When a player whose declaration has been doubled, makes good his declaration by winning at least the declared number of tricks he scores a bonus which consists of 50 points for winning the number of tricks declared, and 50 points for each additional trick he may win. If he or his partner have re-doubled, the bonus for winning the number of tricks declared and for each additional trick is doubled

59 If a player double out of turn, the adversary on his left may demand a new deal.

60 When the final declaration has been made (see Law 49) the play shall begin and the player on the left of the declarer shall lead

61 A declaration once made cannot be altered, except as provided by Law 53 but if a declaration is obviously a misnomer, and is amended practically, in the same breath, it stands as corrected

## DUMMY

62. As soon as a card is led by the eldest hand, *i.e.*, the player on the left of the declarer, the declarer's partner shall place his cards face upwards on the table, and the duty of playing the cards from that hand, which is called Dummy, and of claiming and enforcing any penalties arising during the hand, shall devolve upon the declarer, unassisted by his partner.

63 Before placing his cards upon the table, the declarer's partner has all the rights of a player, but after so doing shall take no part whatever in the play, except that he has the right :—

- (a) To ask the declarer whether he has any of a suit which he may have renounced ;
- (b) To call the declarer's attention to the fact that too many or too few cards have been played to a trick ;
- (c) To correct the claim of either adversary to a penalty to which the latter is not entitled ;
- (d) To call attention to the fact that a trick has been wrongly gathered by either side ;
- (e) To participate in the discussion of any disputed question of fact, or of law ;
- (f) To correct an erroneous score.

If he call attention to any other incident in the play of the hand, in respect of which any penalty might be exacted, the fact that he has done so shall

deprive the declarer of the right of exacting such penalty against his adversaries.

*Note*—If the declarer play two cards from his own hand to one trick, and omit to play to the trick from Dummy, it has been decided by the Portland Club that the declarer's partner may call attention to the error

The following case has been decided by the *Field* newspaper. "A. and B are playing against Y. and Z. A. has finally declared Three Hearts. At the second trick A leads a winning trump, and Z (fourth player) renounces. A turns and quits the trick (*see* Law 92); Y. marks chicane. A. is in the act of leading again when Z. says, 'I have a trump.' He blames Y. for not asking the usual question (*see* Law 93) at the time when he played void. Y. apologizes, says 'We do not score, then, for chicane,' and cancels the points he has put down.

"The play proceeds, and AB win the odd trick. "When writing the score, A. says, 'We are two down, partner.' B (Dummy) says: 'How can we be two down with a revoke?' Z. now contends that Dummy has cancelled the penalty by referring to the revoke. B. replies that the revoke having been announced by Z. himself, and admitted by Y. when he cancelled the chicane score, Dummy is entitled to correct the erroneous score, by Law 63 (f). What are the rights of the parties?"

*Decision*—B. is correct . . . Dummy has no right to assist the declarer, directly or indirectly, to discover a revoke. Furthermore, should the declarer have noticed, *but not claimed*, an unadmitted revoke, Dummy has no right to remind the declarer to claim it. Should Dummy transgress in these respects, the declarer loses his right to a penalty. But the public admission of a revoke by the offending side, in the presence and hearing of the declarer, naturally makes it unnecessary for the declarer to put forward any subsequent claim, and Dummy is put into the same position as if the declarer had claimed and proved a previously unadmitted revoke.

In the above case therefore, Dummy is entitled, by Law 63 (f), to see that the score is correctly recorded.<sup>1</sup>

<sup>1</sup> See also Appendix II, *infra*, CASE No. V.

64. If the declarer's partner, by touching a card, or otherwise, suggest the play of a card from Dummy, either of the adversaries may, but without consulting with his partner, call upon the declarer to play or not to play the card suggested.

65 If the declarer's partner call the attention of the declarer to the fact that he is about to lead from the wrong hand, the adversary on the left of the declarer may require that the lead be made from that hand.

66. When the declarer draws a card, either from his own hand or from Dummy, such card is not considered as played until actually quitted

67. A card once played, or named by the declarer as to be played from his own hand or from Dummy, cannot be taken back, except to save a revoke.

68 The declarer's partner may not look over his adversaries' hands, nor leave his seat for the purpose of watching his partner's play.

69 Dummy is not liable to any penalty for a revoke, as his adversaries see his cards. Should he revoke, and the error not be discovered until the trick is turned and quitted, the trick stands good.

70 The declarer is not liable to any penalty for an error whence he can gain no advantage. Thus he may expose some, or all of his cards, without incurring any penalty.

### EXPOSED CARDS

71. If all the cards have been dealt, and before the final declaration has been made, any player



expose a card from his hand, the adversary on his left may demand a new deal. If the deal be allowed to stand, the exposed card may be taken up and cannot be called.

72. If, after the final declaration has been made, and before a card is led, the partner of the player who has to lead to the first trick exposes a card from his hand, the declarer may, instead of calling the card, require the leader not to lead the suit of the exposed card.

### CARDS LIABLE TO BE CALLED

73. All cards exposed by the declarer's adversaries are liable to be called, and must be left face upwards on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

74. The following are exposed cards:—

- I. Two or more cards played at once.
- II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

*Note*—According to an old decision of James Clay's if a player accidentally put his whole hand (in a closed packet) face upwards on the table, every card in the hand could be called, although only one card could be seen and named. The Portland Club have *reversed* this decision, and their ruling is that only the card (or cards) that are visible can be called.

By a traditional decision of "Cavendish" in the *Field*, endorsed by Clay, a hand of cards lowered as held without any card being detached from the others (*see* Law 79), is not

legally "exposed," and cannot be called. This decision applied to Whist laws identical in wording with Laws 74, 77, and 79 of the Code here annotated<sup>1</sup>

75. If either of the declarer's adversaries play to an imperfect trick the best card on the table, or lead one which is a winning card as against the declarer and his partner, and then lead again, without waiting for his partner to play, or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

76. Should the declarer indicate that all or any of the remaining tricks are his, he may be required to place his cards face upwards on the table; but they cannot be called. The declarer is not then allowed to call any cards which his adversaries may have exposed, nor to take any finesse unless he announces it when making his claim.

*Note*—No exact definition of the term "finesse" has as yet been given by any authority on the game. The *Field* has decided that it makes no difference whether the "finesse" debarred to the declarer has, or has not, been "previously proven a winner." The Portland Club have decided that if Dummy leads a plain suit, which second player, holding king, knave of trumps, ruffs with the knave, it is not a "finesse" for the declarer, holding ace, queen of trumps, to over-ruff with the queen.

77. If either of the declarer's adversaries throws his cards on the table face upwards, such cards are exposed, and liable to be called by the declarer.

78. If all the players throw their cards on the table

face upwards, the hands are abandoned, and the score must be left as claimed and admitted. The hands may be examined for the purpose of establishing a revoke, but for no other purpose.

79. A card detached from the rest of the hand of either of the declarer's adversaries, so as to be named, is liable to be called, but should the declarer name a wrong card, he is liable to have a suit called when first he or his partner have the lead.

80. If a player, who has rendered himself liable to have the highest or lowest of a suit called, or to win or not to win a trick, fail to play as desired, though able to do so, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

81. If either of the declarer's adversaries lead out of turn, the declarer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led.

NOTE.—It has been contended that according to the wording of the above Law if A. leads when it is B's turn to lead the declarer may call a suit from either A. or B. It is universally recognized however that such is not the intention of the Law and that the true interpretation is that when it is next the turn of either adversary to lead, the declarer may call a suit from that particular adversary. If A. leads when it is B's turn to lead and the declarer decides to call a suit, he must call it from B immediately. If on the other hand he decides to call the card erroneously led the usual practice is to request A to place it face upward on the table and B. then leads whatever card he pleases.

The following Case at Whist under a Law identical in wording with Law 81 of the Code here annotated was

decided by "Cavendish" and has been since then traditionally accepted

A. leads and the other three players follow suit. A. plays another card (it not being his lead) and proceeds to gather the five cards into one trick. On being told of it, A. explains that his attention has been diverted and that he thought he had not played to the trick. The adversaries claim to be entitled to the penalties for a lead out of turn on the ground that the penalty should depend not on the actual intention of the player, but on his possible intention.

DECISION.—A. has not led out of turn. He has merely exposed a card. The abstract principle pleaded by the adversaries is quite sound, but it does not apply to this case. A's word must be taken as correctly representing the fact that he played a second time to one trick.

82 If the declarer lead out of turn, either from his own hand or from Dummy, he incurs no penalty, but he may not rectify the error after the second hand has played, unless called upon by either adversary to do so.

83 If any player lead out of turn, and the other three have followed him the trick is complete, and the error cannot be rectified, but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, can be taken back, and there is no penalty against any one, excepting the original offender, and then only when he is one of the declarer's adversaries.

84 In no case can a player be compelled to play a card which would oblige him to revoke.

85 The call of a card may be repeated until such card has been played.

86 If a player called on to lead a suit have none of it, the penalty is paid.

## CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK

87 Should the fourth hand play before the second, the latter (not being Dummy or his partner) may be called on to win, or not to win, the trick, or to discard from a suit specified by the declarer (subject to Law 84)

88 If any one (not being Dummy) omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stands good, or should Dummy have omitted to play to a former trick, and such error be not discovered till he shall have played to the next, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

89 If any one play two cards to the same trick, or mix a card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he (not being Dummy) is answerable for all consequent revokes he may have made. If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be the case they may be searched, and the card restored, the player (not being Dummy) is, however, liable for all revokes which he may have meanwhile made

## THE REVOKE

90 Is when a player (other than Dummy), hold

ing one or more cards of the suit led, plays a card of a different suit

91 The penalty for each revoke shall be —

- (a) When the declarer revokes, his adversaries shall score 150 points in addition to any penalty which he may have incurred for not making good his declaration
- (b) When either of the adversaries revoke, the declarer may score 150 points, or may take three tricks from his opponents and add them to his own. Such tricks taken as a penalty may assist the declarer to make good his declaration but they shall not entitle him to score any bonus in the case of the declaration having being doubled or re-doubled.

The penalty of 150 points is not affected by doubling or re-doubling

In no circumstances can partners score anything except for honours or Clucane on a hand in which one of them has revoked

92 A revoke is established if the trick in which it occurs has been turned and quitted—i.e., the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player or his partner whether in his right turn or otherwise lead or play to the following trick.

*Note*—It has been decided by the Portland Club that to throw the rest of one's cards on the table (abandoning the hand) is an act of play sufficient to establish a revoke.

93 A player may ask his partner whether he has not a card of the suit which he has renounced ; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

*Note*—The wording of this Law has sometimes led to misunderstanding. If "the question be answered in the negative" the error may *still* be corrected provided always that the revoke has not been "established" in one of the modes defined in Law 92.

94 At the end of the hand, the claimants of a revoke may search all the tricks.

95 If a player discover his mistake in time to save a revoke, any player or players who have played after him may withdraw their cards and substitute others, and their cards withdrawn are not liable to be called. If the player in fault be one of the declarer's adversaries, the declarer may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced.

96 If the player in fault be the declarer, the eldest hand may require him to play the highest or lowest card of the suit in which he has renounced, provided both of the declarer's adversaries have played to the current trick ; but this penalty cannot be exacted from the declarer when he is fourth in hand, nor can it be enforced at all from Dummy.

97 After a revoke has been claimed, if the accused player or his partner mix the cards before they have

been sufficiently examined by the adversaries, the revoke is established

98 A revoke cannot be claimed after the cards have been cut for the following deal

99 If a revoke occur, be claimed and proved, bets on the odd trick, or on the amount of the score, must be decided by the actual state of the score after the penalty is paid

100 Should both sides subject themselves to the penalty for a revoke, neither side can score anything, except for honours or Chicane, should either or both sides revoke more than once, the side making the fewest revokes scores 150 points for each extrarevoke

### CALLING FOR NEW CARDS

101 Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice

### GENERAL RULES

102 Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players

103 If either of the declarer's adversaries, prior to his partner playing should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the declarer may require that opponent's partner to play his highest or lowest of the suit then led, or to win or not to win the trick



104 Should the partner of the player, solely entitled to exact a penalty, suggest or demand the enforcement of it, no penalty can be enforced, but he is entitled to call his partner's attention to the fact that an offence has been committed (subject to Law 63) Should any player claim a penalty to which he is not entitled he loses his right to exact any penalty

105 In all cases where a penalty has been incurred the offender is bound to give reasonable time for the decision of his adversaries

106 If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score he is liable to be called on by the players only, to pay the stakes and all bets on that game or rubber

107 Bets on the result of a rubber are won by the winners on points *If a rubber is concluded under Law 14 bets made on that rubber are annulled*

*Notes* —The practice at the Portland Club is that no money passes when the balance of points won on the rubber does not exceed 25 In such an eventuality, bets on the rubber are void

108 A bystander, by agreement among the players, may decide any question

109 A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table

110 Once a trick is complete, turned and quitted it must not be looked at (except under Law 89) until the end of the hand

## ETIQUETTE OF ROYAL AUCTION BRIDGE

The following rules belong to the established Etiquette of Royal Auction Bridge. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them

It is unfair to purposely make a declaration which is insufficient to overbid the previous one

Any one, having the lead and one or more winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card

A player who has looked at his cards, ought not to give any indication by word or gesture as to the nature of his hand, or call the attention of his partner to the score of the game.

A player who desires the cards to be placed, should do it for his own information only, and not in order to invite the attention of his partner

No player should object to refer to a bystander, who professes himself uninterested in the game and able to decide, a disputed question of facts, as to who

# ROYAL AUCTION BRIDGE

## INTRODUCTORY

LONG before the adoption, by the Portland and other leading clubs, of the present scale of values for the various declarations, it was freely admitted that the old method (2, 4, 6, 8, 12) of counting the values of the suits, leading to a ridiculous preponderance of No trumpers, and an equally ridiculous outlawry of Spade calls, was wholly unscientific and unsatisfactory. Many letters did, in fact, appear on the subject in British newspapers with tentative suggestions of possible ways of improvement, but, as often happens, while we on this side the Atlantic did nothing for a long time but talk round and round the subject, the Americans set to work to translate their ideas into action.

The first step was the permission to declare Spades at 10 per trick in addition to its previous value of 2 per trick. With this value, the suit was termed "Royal Spades" or simply "Royals". About, or prior to, the autumn of 1910, card players in Boston (U S A) tried reducing this value to 9, so that one more trick might be necessary than in No trumps to

win the game from a love score. In the winter of 1910, this idea was brought to the notice of Milton C. Work by a Boston visitor to the Racquet Club at Philadelphia. Mr Work, already famous as a writer on Whist and Bridge, after carefully considering the merits and demerits of the new plan, came to the conclusion that the values of the suits were still badly out of balance, and advocated the experiment of raising clubs and diamonds to 6 and 7 respectively, while No-trumps were to be reduced to 10. An unbroken chain of values 6, 7, 8, 9, 10 was thus arrived at, the isolated value of 2 for ordinary Spades being, however, still retained. This was in March, 1911. In the summer of that year, Mr Work took the "new count" with him to Saranac Lake, where it was played all the time, and whence it spread all over America. In September, 1911, it was incorporated by the Philadelphia Racquet Club into its code of laws, and was almost immediately afterwards adopted by the New York Bridge Whist Club, although the Whist Club in that city did not give it official sanction until September, 1912.

Who first proposed the double value for the spade suit, and how the term "Lilly" or "Lily" arose for the enhanced reckoning, it seems impossible to discover. A story is current, however, to the effect that a stranger, who on cutting into a certain rubber was informed of the innovation, remarked, as he sorted his cards "So you have made the black fellow king of all the suits, eh? Well, I've got some of the royal family myself, so we'll call this a Likuoka-

ians " Not being sure of the correct pronunciation of the name of the former Queen of the Sandwich Islands, players first cut down the sobriquet to *lilliansos*, and finally to *lillies* Whether the tale be true or not, it seems certain that the word was originally spelled, not with one *l*, but with two

Upon this form of the game the Philadelphia school of players engrafted an elaborate system of conventional declarations, known as the High Spade calls, in which the complete series of Spade declarations, from Two up to Seven were utilized for the purpose of conveying information from partner to partner as to the type of hand held by each

For some time great things were expected from this carefully worked out scheme of "informatory" bidding, but after New York players of the better class had discussed and experimented with it sufficiently, they came to the conclusion that it was much more elaborate than useful and expressed a decided opinion that when a hand is good enough for either of two winning declarations and when the holder of it does not care which of them is adopted by the partnership for a two trick contract, he might just as well make the choice himself

In England the system was generally regarded with disfavour from its earliest inception the chief ground of objection being its arbitrary and artificial character, and the fact that a bid made in one suit was to be interpreted as signifying strength in another The most effectual way of destroying the mischief root and branch was deemed to be the com-

plete abolition of the lower value for Spades, and thus step was officially taken by the publication of a new Code of Laws, framed by a consultative committee of six of the best known London West-End clubs, and finally approved and adopted by the Portland Club in May, 1914. This code will be found *verbatim* at the beginning of the present handbook.

A Table is set out below of the elementary scoring values (*see* Laws 4 to 10 of the Code referred to above)

WHEN TRUMP SUIT IS	♠	♦	♥	♣
Each Trick above six	6	7	8	9
Three Honours	12	14	16	18
Four Honours	24	28	32	36
Five Honours	30	35	40	45
Four Honours in one hand	48	56	64	72
Five Honours, 4 in one hand	54	63	72	81
Five Honours in one hand	60	70	80	90
Chicane	12	14	16	18
Double Chicane	24	28	32	36

NO TRUMPS—Each Trick above six	10
Three Aces	30
Four Aces	40
Four Aces in one hand	100

Little Slam, 50. Grand Slam, 100. Rubber, 250

GAME, 30 points, obtained by tricks only.

It will be observed that, relatively to Trick values, the Honour values proceed precisely as in ordinary Bridge.

## GENERAL ROUTINE

This being the same as in the old Auction Bridge, it is unnecessary to recapitulate it here. Those who wish for further information are recommended to study *Auction Bridge and How to Play It*, written by Captain H. S. Browning, and published by Messrs. Routledge & Sons, Ltd. We shall here proceed at once to the consideration of

## ORIGINAL DECLARATIONS BY THE DEALER

It has been remarked by a slangy but entertaining writer that declarations are made for three purposes.—

- (a) To give information
- (b) To obtain the contract.
- (c) To push a mug.

With purpose (c), which, being interpreted, signifieth to induce an opponent to go beyond his depth, with the charitable intention of watching him drown, I shall not deal in these pages. You have first to make sure that you have really got hold of a "mug," and you have secondly to be careful that he does not hoist you with your own petard. It is, in fact, entirely a matter of the personal equation.

Purposes (a) and (b) demand careful consideration, most of all in the case of the first call of the hand. It is rarely that the dealer wishes—and he would be foolish if he did often wish—to play the hand straight away on his first declaration. In the cases when he

does so wish—which cases will be dealt with in their proper place—he bids as high as he can, so as (1) to compel his opponents—and (2) to request his partner—to keep their mouths shut

The aim of the partnership should be to ascertain what really is the most advantageous declaration for the twenty-six cards which are held between both the players, not for the thirteen cards which have been dealt to one of the two. They will never succeed in this aim of theirs unless perfectly clear rules are formulated as to the meaning of each other's declarations, and *unless these rules are strictly adhered to*. Regard it, therefore as a sacred obligation always to speak the truth to an intelligent partner. Only thus will he learn to trust you and you will drive smoothly with him in double harness

It has been said conveniently but laxly, that Auction Bridge is 'a game of aces and kings'. This does not mean that aces and kings are of greater relative value than at ordinary Bridge, but it does mean that the *primary* information your partner needs from you is not whether you hold a long string of low cards in a suit, but in which suits you hold top cards. The reason being that all such top cards retain their value both when some other suit has been made trumps, and when there are no trumps at all.

In the transition period of the game, when spades still retained their dual value, all the best players in America and nearly all the best players in England, headed by Mr William Dalton considered it a prime axiom that the *original* declaration of a suit is a com



pletely trustworthy announcement to the declarer's partner that the suit is headed by at least King or ace, if not by both. "It seems to be generally conceded" says an esteemed Transatlantic writer in his most fully-considered work,<sup>1</sup> "that the first call made by a player should be as informative as possible, and the minds of expert declarers in all parts of the country have come together upon a logical plan which simplifies the first bid and also makes it most comprehensive." Great stress is laid on this "most vital" principle, and it is proclaimed that "the foundation of modern bidding rests upon the rule, which is without exception, that the original bid of One in a suit indicates a suit headed by ace or King, if not both."

Is there any reason why the abolition of the lower value of spades should modify this *dictum*? Mr Dalton is strongly of the contrary opinion. He says 'An original bid of a suit must have high cards at the head of it. A very good rule is that you ought not to declare a suit without at least two *certain* tricks in it against any combination of the cards. Such suits as queen and four small ones, or six headed by knave or ten are not calls at all. They cannot be anything but misleading. They were bad enough at Auction Bridge but they are worse still at Royal Auction where the bidding is so much higher.'

There are two recent writers on the game who take a different view—Mr Edmund Robertson and Bas

<sup>1</sup> Milton C Work *Auction Developments* 1914 p 59

<sup>2</sup> *Royal Auction Bridge* 4th edition 1915 p 48

cule " The latter, indeed, claims to be the originator of the system of declaring "upon mere numerical strength, as opposed to high cards in the proposed trump suit, provided that the declarer has certain other elements of strength in his hand, which take it out of the general rule " He states his belief that the new principle, although it "has been a long time in gaining the recognition which he ventures to think it deserves, is now uniformly acted upon by the majority of enlightened players, though it is still unmentioned in most text books It is a principle of great importance because it widens the basis of the potential trump declaration, and it confers a distinct advantage upon the players by whom it is recognized and acted upon " <sup>1</sup>

I cannot assent to the claims thus put forward and am of opinion that "the majority of enlightened players ' still adhere unflinchingly to the basic principle of Messrs Dalton and Milton C Work Nor can the claim to be the pioneer of a new and advantageous principle be substantiated for, as a matter of fact, the supposed "novelty ' is the one idea upon which every tyro in the game at once pounces with avidity, and from which he can only be weaned by the constant and pertinacious preaching of more experienced and wiser players

Nevertheless *solely* in the case of declarations of one of the two 'major ' suits (spades and hearts), I concede that a certain amount of latitude is occa

<sup>1</sup> *Royal Auction Bridge* By "Easculc" New edition 1915 p. vi

sionally permissible, but strictly within the limits that will be defined a little later on.

In the meantime, the learner cannot do better than bear carefully in mind that the most expensive and the most exasperating misunderstandings have been proved, over and over again, to be those which arise from a belief in the existence of cards, good for tricks, in partner's hand, which eventually turn out never to have been there at all. Resolve, therefore, to win a reputation among your fellow players for strict veracity in your original calls, and guard jealously that reputation as your most cherished card possession.

### WHEN TO BID ONE IN A SUIT

I consider a clear comprehension of and an unswerving adherence to, the rules under this head as absolutely the most important point of the game. I therefore put it in the forefront instead of, as usual, beginning with the consideration of No trumps.

The promotion of the club suit from 4 to 6 makes it possible to give a single set of rules under this head for all the four suits clubs, diamonds, hearts and spades.

The essential effect of the modern scale of values is that the old distinction between an "attacking" and a 'defensive' call has been obliterated. It is practicable on the declaration of any one of the four suits, to win the game from the score of love. In No-trumps, *nine* tricks are required, in Spades and Hearts, *ten* tricks, in Diamonds and Clubs, *eleven*

tricks Hence Spades and Hearts are classed together as the "Major," Diamonds and Clubs as the "Minor" suits The difference is an appreciable one, but it is a *difference of degree only, not of kind*

In the case of every suit, two conditions must be fulfilled. There must be (1) a certain length (generally five, *never* fewer than four) in the trump suit, and there must be (2) a certain high-card strength, either concentrated in the trump suit, or distributed between that suit and the rest of the hand If there are only four trumps, the high cards must be all honours With nothing in the plain suits, the honours must be at least A, K, Q, 10 With K, Q, J, 10 only in trumps, there must be one sure trick outside For example —

♥	♠	♦	♣
7, 6, 5;	A K Q 10,	9 6 4,	8 3 2
7, 6 5;	K, Q, 4.	K, Q, J, 10.	8, 3 2

Similarly, with trumps a little weaker than in the former case, and the other cards a little stronger —

♥	♠	♦	♣
Q J, 5;	7 6, 4,	A, Q J 10,	8 3 2
7, 6 5; ,	Q J 4.	9 6, 4,	A, Q, J, 10

In hands such as the above, the value of the four honours in one hand has been taken into consideration A second class of hands, with five trumps, we may sum up by saying that in high cards there must be at least average strength (ace king, queen, knave, 10, or their equivalents) and that the trumps

must be headed by at least ace, 10 ; or king, knave.  
For example :

♥	♣	♦	♠
7, 6, 5 ;	K, Q, 4 ;	K, Q, J, 5, 4 ;	8, 7.
K, J, 6, 5, 4 ;	8, 7 ;	7, 6, 5 ;	A, Q, 10.
K, Q, 5 ;	A, 10, 6, 5, 4 ;	Q, J, 7 ;	9, 2.

Passing on to six trumps, I would stipulate for either ace or king, queen at head of the trumps, and one certain trick outside ; or if the trumps have the minimum two honours (king, knave), then at least extra plain-suit strength of queen, knave and another :—


♥	♣	♦	♠
A, 9, 8, 7, 6, 5 ;	K, Q ;	9, 6, 4 ;	10, 2.
6, 5 ;	K, J, 8, 7, 6, 5 ;	Q, J, 6 ;	K, Q.

In hands containing *two five-card suits*, rather less high-card strength is permissible, for with five trumps it is always of special advantage to hold a plain suit capable of establishment by help of the trumps. Such hands as these may be considered as a fourth class :—

♥	♣	♦	♠
7, 6 ;	Q, J, 8, 3, 2 ;	K, Q, J, 5, 4 ;	8.
7 ;	K, J, 10, 3, 2 ;	5, 4 ;	K, J, 8, 5, 4.
A, 10, 6, 5, 4 ;	J, 10, 7 ;	K, Q, 8, 7, 6 ;	—

I consider all the above hands as typical of the *minimum* strength that must be held so as to start the bidding on a sound basis. To make this clear, I set out hands slightly below what I have defined as being necessary.

## NOT ORIGINAL DECLARATIONS

♥	♠	♦	♣
K, 10, 7, 6, 5, 8, 4; 	K, 9, 6;	Q, J, 4	
10, 7, 6, 5; Q, J, 4;	K, Q, J, 7; 6, 5		
7, 6, 5; ♠ A, K, J, 4;	9, 7, 6;	10, 8, 4	
7, 6, 5; 10, 8, 4;	9, 7, 6;	K, Q, J, 10	
J, 10, 7; A, 10, 6, 5, 4;	Q, 7, 6;	8, 4	
A, 9, 8, 7, 6; Q, J, 6, 4;	7, 6;	8, 4	

The first and last of the above hands are recommended in a recent handbook as sound original One-Heart calls. The second, third, and fourth look even more seductive. Nevertheless, they will be found, on careful analysis, to be essentially defensive, not attacking, hands; and the temptation should be resisted. Some of these hands are quite excellent for assisting your partner after he has declared, but that is a different matter, as it is often necessary to run a certain risk in the effort to save a game or "push" the opponent. There is no need to run any such risk in the original call of the hand. When your hand is of less than average strength, let some one else start the bidding: you will find that they will not be backward in doing so.

Referring back to our typical *minimum* calls, and to the three purposes defined on page 43 we shall notice that, with all the hands recommended as sound the declarer does (a) impart information; and is (b) prepared, if necessary, to undertake his contract. Neither aim is sacrificed to the other. Under the obsolete count, there was current an original call known as

an "Informatory Club"—which meant that, if you held a short, strong club suit, you declared the suit, not because you were willing to play the hand with clubs as trumps, but because you desired to instruct your partner to call No trumps if he could possibly manage to do so. There is a writer on Royal Auction who advocates the retention of the same device under the modern count. I will give the recommendation in his own words —

"One Club is a very important, strictly conventional, informative call, and is only declared from ace and two or more others or from king, queen, and at least one another. If the suit contains king, knave and others of any kind the only correct course is to pass, if it is impossible to call One No trump. For instance, call One Club on the following hands —

♥	♣	♦	♠
8, 4, 3,	K Q 9 5,	10 6,	J, 9 3 2
9 7, 4 2,	A 4 2,	J, 8, 4,	10, 8 3

"The presence of one or more possible tricks in the hand is eminently desirable, but not necessary, as any player who really understands the convention will not expect anything more than the ace, or the king, queen. But the ace should have at least two other ones with it, and the king, queen should have another one with them."

I quote this strange advice with the same purpose as led the ancient Spartans to exhibit to their young sons the degradation of the helot in order that it

<sup>1</sup> *Hints on Royal Auction Bridge* By Major S. H. Hingley.  
1914. p. 26

may operate as an awful warning. There is one thing, and one thing only, to be done with each of the above hands, and that is, to pass. They do not contain the vestige of an excuse for any declaration at all.

Never forget the golden rule of a well known American teacher of the game. "Every bid must be a *make*." That is to say, every bid must be a substantive and *bond fide* offer to play the hand with the declared suit as trumps, if the rest of the table leave you alone. I grieve to think of the fate in store for you with the above calls of "One Club," in the event of the other three players merely remaining silent.

The so-called original "Informatory Call" is a relic of the Dark Ages, and the first thing the learner has to do is to forget that it ever existed.

From your first call of One in a suit your partner must always be justified in drawing the following inferences —

(a) That with the support from him on which it is reasonable for you to reckon, you may be expected to win the odd trick if you be left in with the call.

(b) That you can take care of the suit you have declared if he or the enemy call No-trumps.

(c) That it will be advantageous for him to lead you your declared suit at the first opportunity.

Bearing the preceding in mind it becomes easy to see why even the following hand, although considerably stronger than the examples just cited, is *not* an original One Club bid —

♥ 9, 8, 6; ♠ A K, 7. ♦ A Q 4; ♣ 10, 9, 5, 3



For it may deceive your partner (1) into advancing Clubs too far, on his own cards · (2) into leading you a club against a No trumper It is a supporting hand, and nothing else, and if you hold it as dealer, you pass as a matter of course

It is, however, laid down by M C Work (a thoughtful and esteemed authority) that with the exceptional holding of a four-card suit headed by ace, king, together with ace, king in a shorter suit, One trick may be originally bid in the four-card suit Thus, you may call One Diamond on the following.

♥ A, K, 7, ♣ 6, 4, 2; ♦ A, K, 8, 5; ♠ 9 6, 3

Similarly, One Club, if diamonds and clubs be interchanged Some players might venture One No-trump, but I should not think it sound

Here is another highly exceptional holding —

♥ 9 6 5, 4, ♣ A, K, Q, ♦ A, K, Q, ♠ 7, 6, 5,

which, contrariwise, is not a suit call, but a No-trumper.

Do not, therefore, declare originally One trick in the longest suit of any one of the following hands, in spite of the fact that a current manual on the game advises you to do so —

♥	♣	♦	♠
Q 9 8 7 6,	7 3 2,	K Q 7,	K 3
A, 5 4,	10 9,	A 10 8,	J, 10, 8 7, 4.
8, 7, 6,	A J 10,	K Q 10, 9,	6 5 2
A, 5, 4;	Q J 9 8, 7,	10 8,	A, 5, 2

Even with eight spades or hearts, queen high, and no other high cards, follow the same general rule. As it is difficult for old Whist or Bridge players to understand the evil consequences that may follow from a violation of our basic principle, it is advisable to give an illustration. A selected deal does not prove anything, of course, but may nevertheless make clearer the *rationals* of the rule.

♥ A, 9 6.  
 ♠ A, K, Q.  
 ♦ J, 10, 8, 5, 3.  
 ♣ 3 2

♥ 8, 4  
 ♠ 9, 8, 7, 6, 5  
 ♦ A, K, Q 7, 4  
 ♣ 10.



♥ K, Q J, 10, 5, 2  
 ♠ J, 10, 4, 2  
 ♦ 6  
 ♣ A, K

♥ 7, 3  
 ♠ 3.  
 ♦ 9, 2  
 ♣ Q, J, 8 9 7, 6, 5, 4

This is how the cards actually fell the deal has not been "packed" for effect. It will be observed that the distribution is quite a fair and natural one

At the score of love all, Z deals Now, it is clear that Z may rightfully be quite content to play the deal with spades for trumps If Y has any good plain-suit cards, the spades will defend them splendidly; if Y has no good cards, there is nothing to be effected in any case, and the six very probable trump

tricks must prevent serious loss. As a Whist argument, all this is sound as a bell; the trouble is that the game is not Whist but Auction: the opponents are going to have something to say in the matter, and so is the partner.

A second important point is that there is not the least risk in commencing with a pass: *if*, there is no risk that every other player will pass and the deal be thrown up. There are four aces, four kings, three queens and three knaves divided up among A., Y., and B.; and some one of the three must have a hand that he will declare upon.

It may be suggested, by those who argue that Z. ought to call, that with his unusual length in spades and weakness in the other suits he should begin by calling Two Spades; and we will, therefore, suppose that he does so. The call partly achieves its object by preventing A. from showing his diamonds; he can only pass. Y. of course passes.<sup>1</sup> He has fine

<sup>1</sup> An advocate of the system of calling of which I disapprove has suggested that Y's duty is to overcall on the first round with Two No-trumps. If there is one maxim of declaring more important than another, it is *never to over-bid when the call suits your hand*, a maxim, I admit, which is more honoured in the breach than in the observance by unsystematic callers. Z's Two-spade call means "I will be responsible for this hand if you have reasonable support and will let me alone." Now Y has splendid support, and therefore no possible excuse for interference. Started otherwise, Y, Two No-trumps (showing control of diamonds); B, Three Hearts, Z, Three Spades, A, Four Hearts; Y, Four No-trumps, and the result is precisely as before, the initial bid being the error.

support, and he understands that Z wishes to be let alone, if possible. B calls Three Hearts. Z is driven to Three Spades (otherwise the game seems gone). A. assists his partner with Four Hearts (his three sure tricks in diamonds and singleton spade fully justify this, even though he has only two hearts). Y now shows his sure stopper in the opponents' suit by bidding Four No trumps: he holds four certain tricks, and naturally credits Z with a genuine Spade call. B passes, and Z.'s case is a parlous one. If he passes, the call stands, B opens his hearts, and Y, who has contracted for ten tricks, can make just four!

It is possible that Z may drag his partner out of the pitfall which he originally dug for him by overcalling with Five Spades, in which case he gets off more easily, being only two tricks down, as A will open his diamonds in preference to leading the hearts which he knows are commanded by Y. If B is familiar with Z's ways, he probably doubles the Five Spades, in which case Z's loss will be 218—nearly the value of the rubber points.

Now see the difference if Z, as he ought, begins by passing. A will in this case call One Diamond (naturally a disadvantage to YZ), Y One No trump (which is correct, as he is sure to stop the diamonds on fourth round, and has five of the suit). B., Two Hearts.

This is the moment for Z to come in with Two Spades. He will thus make the position quite clear to Y., who knows his partner must have a long suit

without ace or king, hence he places both of these cards with AB

A supports his partner, as before, with Three Hearts Y is well aware that he cannot pursue his No trumper, but must assist the spades on his side-suit strength, he calls Three Spades

Now YZ have B just where they want him If he does not overbid, YZ make their contract, for AB can only win two diamonds and the ace king of trumps If he calls Four Hearts, as is probable, Z and A pass, but Y doubles, and AB are bound to go down whether Z opens with his club (as he should, according to inference from the bidding) or with a heart—crediting Y with the ace

The deal is typical of what is constantly happening. Its lesson should be taken to heart

I proceed to explain the limitations (alluded to previously) under which I think that Spades or Hearts (but not Diamonds or Clubs) may be declared without either ace or king

If there is *strength enough in the plain suits* to compensate for the deficiency in trumps, and if the trump suit itself is sufficiently long, the dealer may reasonably argue that he is independent of anything that his partner may do If the latter has a weak hand (even if he is weak in trumps) the dealer is adequately protected If the partner has a strong hand, and goes into No trumps the dealer has fine support And if the opponents have the No trumper, Z still wants the spades opened unless (which is very unlikely) Y has a suit which he is sure is a better one Suppose,

let us say, that the dealer holds queen, knave, 10 to eight spades, and two certain tricks outside. The position is now a very different one. Something like the following is quite a moderate expectation:—

	♥ 9, 7, 6	
	♠ A, K, 9	
	♦ 9, 8, 5, 3, 2	
	♣ 3 2	
♥ 8, 4.	<div style="border: 1px solid black; padding: 10px; display: inline-block; text-align: center;"> <div style="display: flex; justify-content: space-between; width: 100%;"> <span>Y</span> </div> <div style="display: flex; justify-content: space-between; width: 100%;"> <span>A</span> <span>B</span> </div> <div style="display: flex; justify-content: center; width: 100%;"> <span>Z</span> </div> </div>	♥ K Q J, 10, 5 2
♠ Q 8, 7, 6, 5		♠ J, 10, 4, 2
♦ A, J, 10, 7, 4		♦ 6
♣ 9		♣ A, K.
	♥ A, 3	
	♠ 3	
	♦ K, Q	
	♣ Q, J, 10, 8, 7, 6, 5 4.	

I make no objection to Z's beginning with One Spade; but think that he would do better to call Three straight away. It is not a hand on which he desires to encourage conversation between the opponents, nor is he at all anxious to hear from his partner.

However, let us assume, for argument's sake, that he says One Spade. A, *with his singleton spade*—and the call being a forced one—might say Two Diamonds. Y, passes. B, Two Hearts. Z, Three Spades. A, and Y, No. B, Four Hearts. Z, Four Spades (this is the limit, as he fully expects to lose two spades and a diamond).

What is B going to do? If he calls Five Hearts, he goes down two tricks. YZ. will make ace of hearts ace king of clubs, and a ruff on third round of clubs. And if B does not overcall, YZ make their contract. Z gets rid of his losing heart on Y's second club and AB only win two trumps and the ace of diamonds.

## TWO SUIT HANDS

There are hands on which, according to the principles above set forth it would be equally correct, so far as information to partner is concerned to begin by declaring One in either of two suits. For example —

♥	♣	♦	♠
2,	A K Q 3 2, 3 2,		A Q J 3 2
K, 10, 9 3 2, A, K, 10 3 2, 3 2,			2
A, K, 10 9 2, 2,		K Q 10, 9 2, 3 2	

On such holdings as these, the modern practice is to begin by declaring the more expensive suit, and to show the other suit later on, as opportunity may occur. Your partner is thus offered the chance (of which he should take advantage) of showing which of the two suits is the more suitable to his own hand. If he prefers the second suit, he lets it stand, or, should it be overbid he raises it. If he considers the suit first called to be the more advantageous he reverts to it (whether it be overcalled or no), and the object of declaring the cheaper suit at the *later* stage is to

enable him so to revert to the earlier call *without increasing the number of tricks*. If, on the first of the hands given above, you begin with One Spade, and if, after Two Hearts have been bid against you, you go on to Three Clubs, your partner can show that the former suit fits in better with his own cards by bidding Three Spades. If the Three-club call be passed up to him and he does not so over call, it is an announcement on his part that either he is indifferent, or that he prefers the clubs to the spades.

ILLUSTRATIVE HAND No VIII<sup>1</sup> furnishes an example. At love all, in the rubber game, the dealer Z holds

♥ A Q 5 4 2, ♠ 8, 4, ♦ 9 ♣ A, Q 8, 3 2,

and starts with One Spade. A, Two Clubs. Y, Two Diamonds. B, No. Z, Two Hearts. A, No. Y, No. B, Three Clubs.

Now Z has nothing further to say, but passes the call, knowing that Y has the exact measure of the situation. A. passes also and Y calls Three Hearts, on which the hand is played. It will be seen that in hearts he holds king, knave 7, but in spades only the 5 and 4.

This rational "conversation" between partner and partner is likely to be of the most value when both the suits are major ones, but a similar advantage may accrue in other cases also.

<sup>1</sup> See *Royal Auction Bridge the Art and Practice* containing 45 Illustrative Hands (same author and publisher as the present work)



The first and the third of the three hands given on p. 59 were sent by me in 1913 to that most able investigator, the late W. H. Whitfeld, who made actual trials of them by dealing out the remaining thirty-nine cards into three packets, and following out the declarations proper to each of the Auction hands thus formed. He came to the conclusion that in one respect there was a slight disadvantage in the first hand in declaring Spades first, because it occasionally happened that one opponent held five spades to the king. He thought that there was an appreciable danger of the dealer's finding such a combination against him. If he starts with Spades, he gets no warning of this; but if with Clubs, it appeared that the opponent would be very likely to declare the spades himself.

Mr. Whitfeld recognized, however, the advantage of giving partner "the best chance of showing what he wants." The dealer, with two suits, does not want a No-trump declaration, since it is hard to establish two suits before the adversaries can establish one. By making one of the suits trumps, he can use the long cards in it to establish the other. What he wants to know is the suit in which his partner has the greatest strength.

I have myself little doubt that it is on the whole more advantageous to commence with the more expensive suit. A collateral advantage of this plan (now generally practised) is that it may in some cases prevent the adversaries from becoming aware of their full strength in a suit which they share between them.

springs from a desire to muzzle the rest of the table. There is no motive for such a desire if you have a strong *all-round* hand. But when you are very strong in one of the major suits, and very weak in the second, you do not want the opponents to get into conversation with one another. It is true that you cannot prevent the other suit from being bid up to its full strength if it is massed in one hand. But it will more frequently happen that when the suit is adverse, it is divided between the adversaries; and even though each of them may become aware, from your opening bid, that you are trying to shut out one of the suits, and will in all probability know exactly what that suit is, you may often be able to "cut their communications"—so that one of them may never get the opportunity of "assisting" the other's bid in the suit, without going too high. The following deal is an example:—

	♥ J, 10, 6.	
	♠ J, 4, 3, 2.	
	♦ 8, 7, 2.	
	♣ K, 8, 3.	
♥ K, Q, 7, 3, 2.		♥ A, 9, 8, 5, 4.
♠ 9, 8.		♠ A, 6, 5.
♦ A, 9, 5, 4, 3.		♦ K, Q, 6
♣ 9.		♣ 7, 6.
	<div style="border: 1px solid black; padding: 10px; display: inline-block;"> <div style="text-align: center;">Y</div> <div style="display: flex; justify-content: space-between;"> <span>A</span><span>B</span></div> <div style="text-align: center;">Z</div> </div>	
	♥ None	
	♠ K, Q, 10, 7.	
	♦ J, 10.	

On the contrary, suppose Z. to start with One Spade only. A., Two Hearts. Y. can say nothing. Z. will, of course, bid Two Spades. A. and Y., No. B., Three Hearts; and is prepared again to overbid Z.'s Three Spades with Four Hearts. The example is an hypothetical one (it has been previously put forward by an advocate of preemptive bids), but it does represent in graphic manner the principle of cases which commonly occur.

The bid of Two or more in a major suit is a definite instruction to partner that the declarer is prepared to take full responsibility for the deal, and wishes not to be interfered with.

Similarly, if you hold

♥ A, K, J, 10, 8, 5; ♣ A, 7, 6, 2; ♦ Q, J, 10; ♠ None; you bid Three Hearts at once, on the same principle, to shut out, if possible, the spades.

But on

♥ A, K, J, 10, 8, 5; ♣ K, Q; ♦ Q, J, 10; ♠ A, K; declare One Heart, and serenely await developments. You are quite willing to accept any information that may be proffered by the other players, and will be able to take the fullest advantage thereof. The motive for "shutting out" no longer exists.

The cases of Diamonds and Clubs stand on a different footing.<sup>1</sup> The number of probable tricks that

<sup>1</sup> On the assumption, of course, that five by cards are necessary for game. If the score is such that four by cards win game, the minor suits may be bid exactly like the major.

must be held is the same ; otherwise we should be violating our fundamental maxim that " every bid must be a make " But when we bear in mind that a hand good for six or seven tricks in clubs or diamonds is recognized as a speculative No-trumper (*vide infra*), even when the strength is divided between two suits only, we perceive that a call of Two or Three in either of those suits implies a hand of quite a special character—solid clubs or diamonds (A, K, Q, to five or more) with a certain amount of side strength, but not sufficient to justify No trumps For instance

♥ 10, 3, ♠ K, 10, 7, ♦ A, K, Q, 9 8, 4, ♣ 8, 2 ;

upon which you would start the bidding with Two Diamonds If the King of clubs were the ace, you would bid No trumps

It naturally follows that, with a hand of the above character, you are anxious if possible that your partner should shift to No trumps, whence it is sometimes said that a bid of Two Clubs or Diamonds is a " conventional " invitation to partner to go No trumps Properly considered, however, the significance thus attaching to it is not a conventional, but a natural one, that is to say, the bid should not be made unless you are ready to stand by it, and, when that is so, a partner quite uninstructed in arbitrary meanings would rationally deduce that a change to No trumps, if he himself has a hand to fit in, would be a benefit to the partnership For two tricks fewer are required to score the game /

ILLUSTRATIVE HAND No XVIII furnishes an example At love all, the dealer holds

♥ 8, 6, 5, 2; ♣ Q, J; ♦ A, K, Q, 8, 5, 4, 3;

and calls Two Diamonds Second hand passes Dealer's partner overcalls with Two No trumps All pass, and the declarer wins ten tricks

It may also happen that, on an extremely exceptional type of hand, the accepted condition of solidity in the suit can be dispensed with Holding

♥ A, ♣ A, 9 8, 7; ♦ J, 10, 8, 7, 6, 3, 2; ♠ A;

I see nothing for it but to call Three Diamonds There are four tricks in trumps and three aces—seven tricks, say, in all With two lone aces, and the only long suit far from establishment, the combination is markedly unsuitable for No trumps, on the other hand, it is too strong to pass up without any bid at all

We will now consider the call of

### ONE NO-TRUMP

There is a rule known as the Robertson Rule—because it was devised and promulgated by Mr Edmund Robertson—which, as the inventor of it has himself declared, “has been extensively misquoted and misapplied”

The rule was only intended to be used in reckoning up the value of a hand so as to decide whether it be strong enough to warrant a call of No trumps As formulated by Mr Robertson, an ace king, queen,

knave, or ten (*each properly guarded*) were to be counted as 7, 5, 3, 2, and 1 respectively, according to which an "average" hand—containing exactly one of each of the above cards—would sum to 18.

I have long been convinced—and Whitfield was of the same opinion—that the Robertson scheme of counting undervalues the ace to count 7 for it does not sufficiently allow for the influence it is able to exert over the whole course of play in a No-trumper by retaining the command of a suit until the suitable moment for abandoning it. The count I have always recommended is the following—

For each Ace count 8

For each King count 5

For each Queen count 3

For each Knave count 2

For a Ten of *independent value* count 1

Notice the proviso that I have added in the case of the Ten. The reason is this. For a King or Queen or Knave to be worth their full value in points as set out above, it must be *fully guarded*, and when the suit in which they occur is not a long one, the presence of the Ten is frequently necessary to satisfy this condition. In such a case, its value is *included* in the points for the picture-card and it must not therefore be counted over again. For instance the following hand

♥ K, 9 8. ♠ K 10 7. ♦ K 10 6, 2. ♣ K 10 5,  
would be counted by Mr Robertson thus —

Four Kings count	.	.	.	.	20
Three Tens count	.	.	.	.	3
					—
Total	.	.	.	.	23
					—

which would work out at 5 points more than the average 18, that is to say, *one King over an average hand*

I consider this estimate to be an exaggeration I regard the Tens of clubs and spades as adjuncts bringing the Kings of these suits up to their full value of 5, the K, 9 8 of hearts I also reckon as 5, but the 10 of diamonds (there being four in suit) may justly be counted as making that suit worth 6 I therefore estimate the hand as worth 21—a *Queen above the average*

Bear in mind Mr Robertson's own caution that his scale of values is not to be applied to singleton aces, nor to unprotected kings, queens and knaves He says —

For a singleton Ace count 3

For an unguarded King count 2

For an unguarded Queen count 1.

These, I think, are reasonable discounts, possibly the Ace may be worth 4 however, even when single, though it makes a material difference when it must unavoidably be played on the first round of the suit.

Mr Robertson, and most other writers on the game, recommend an original One No trump on a *strictly average hand, protected in three suits* "Pro-

tection " means either ace ; or both king and queen ; or queen, knave, and ten (without the ten, say queen, knave, to four at least in suit).

I have never been able to see the sense of declaring No-trumps, even at *Auction Bridge* (which is held by many to justify these thin declarations), on a hand which has no chance of fulfilling the contract *unless your partner has a stronger hand himself*. You are really declaring, in such a case, not on what you yourself hold, but on what you are hoping to find in the hand of some one else. This is not a sound business proposition.

Those who advise a declaration of One No-trump on a bare average holding adduce the following reasons for the faith that is in them. They think—

1. That with an average holding, the advantage of the dealer in playing the combined hands is worth an extra trick over and beyond the face value of the cards he holds.

2. That if the dealer passes with an average hand, he will discourage his partner from bidding "*unless he has decided strength*" A good opportunity will be missed, because there was a fair chance of game if the bidding had been opened with a No-trump."<sup>1</sup>

As regards the former reason, I consider that the dealer's advantage, *assuming the play of his opponents to be sound*, is greatly overrated. Furthermore : every time the dealer wins his odd trick, he scores 10 for it ; every time he loses the odd trick, his opponents score 50, with the option of making it 100 if they are

<sup>1</sup> Robertson's *Royal Auction Bridge*, 1914. p. 38



strong enough. Even if we reckon points below the line as being twice as valuable as those above it, the odds against the dealer will still be more than 25 to 10, i.e. more than 5 to 2.

The second "reason" appears to spring solely from a confusion of ideas. If the dealer passes, and second hand also passes, and third hand has cards which, when combined with a bare average hand on the other side of the table, offer "a fair chance of game," which means *nine* tricks, why in the name of all that's wonderful should he be afraid to bid One No trump? When it is once clearly understood that the dealer will not call a No-trumper unless he has at least a queen above the average (which is a fair *minimum* margin), there is no reason at all why third hand should not make the same call with a rather stronger holding—say an ace above the average. This would certainly not be more venturesome than the call which the dealer is urged to make. Now if he makes a point of bidding on this or greater strength, there is assuredly no appreciable chance of missing a game hand. How often do you think two hands which are between them just an ace better than two exactly average hands will win three by cards?

By a less responsible writer than Mr Robertson, I have seen a third reason given in support of what our American cousins call the "fake No trumper." It has been said that since, when the dealer is weak, the other three hands will be strong, the original bidder has nothing whatever to be afraid of, as his call will be certain to be overbid by some one else. The

natural corollary of this argument is that the poorer the holding the better the reason for going No-trumps. And there was at least one writer *under the old count* who prided himself upon carrying the doctrine to its legitimate conclusion and suggested that No trumps was the proper original call on

♥ 10 6 5    ♣ 9 8 7 3    ♦ 10 8 2    ♠ 6 5 4 1

Well the day for such extravagancies is long past yet their influence may be traced in the misty ideas that still prevail in certain quarters. What object is there in making a declaration that you are sure will not be allowed to stand? There is one and one only to give your partner such trustworthy information as to the contents of your hand that *relying implicitly on what you have told him* he may be able to shape his own course to the best advantage. What you tell him if you start with No trumps is just this that you have such cards that with average cards in his own hand you are prepared to back yourself to win the odd trick five times out of seven and that the combination contemplated will in addition hold out the fair chance of game that Mr Robertson speaks of above.

I maintain with confidence that you are not justified in making such an announcement unless you hold at least a queen above the average (i.e. ace king two queens and a knave) with the face-cards *adequately stopping three suits*.

Take the following therefore as representative minimum honors —

♥	♣	♦	♠
A, 2,	Q, J, 10, 6, 5, 4,	K, J, 3;	9, 7.
A, 5, 4;	A, 7, 3, 2;	Q, J, 3;	9, 7, 6
10, 5, 4;	A, 7, 3;	Q, J, 7, 3,	K, Q, 6
K, Q, 4;	10, 7, 3;	Q, J, 8;	K, J, 10, 5
K, J, 4,	K, Q, 8,	10, 7, 3,	K, J, 6, 5

The distribution of the suits, so far as the original call is concerned, is immaterial; but, on the first hand given above, should the 6-card suit be hearts or spades, it may often be advisable to change to the suit-call when your turn to speak recurs. Your decision must depend upon what has transpired in the interval.

In practice you will find it very difficult to adhere rigidly to principles when you come down to the border line of strength. You will do well, however, to formulate for yourself a perfectly definite rule, and to abide by it.

As examples of what to avoid: I select, from various writers, specimens of alleged No-trumpers on which you should make a point of *passing the declaration* —

### NOT ORIGINAL NO TRUMPERS

♥	♣	♦	♠
A, Q 5, 4,	10, 7, 2,	Q, 7, 5,	Q 10, 6.

(A barely average hand which an American Sunday paper recently described as "too good to pass")

♥	♣	♦	♠
10, 9 8;	A, Q 7, 2;	Q, J, 10, 3,	K, 4.

(The king of spades has not its full value)

be a piece of genuine heavy ordnance of the most destructive kind.

This is simply a revival of the exploded Whist fallacy: "Never mind your partner, so long as you can puzzle the adversaries" It seems to be forgotten that the wretched partner is kept guessing too, and never has the least idea how to regulate his own bids. The policy of the opponents, against these bogus opening calls, should be always to leave them to be played, and to lie low for penalties, unless they can clearly see a prospect of scoring game by overbidding. Let the dealer's partner do the guessing: he will find all his work cut out for him.

### THE TWO SUIT NO-TRUMPER

There are cases where the usual stipulation for "three suits stopped" may be relaxed. When five by cards are necessary for game, and you hold a solid suit of *clubs* or *diamonds*, with another ace for re-entry, a speculative One No-trumps is permissible:

♡ 10, 5;      ♣ A, 7, 3;      ♦ A, K, Q, 6, 2;      ♠ 9, 7, 6.

But at any score at which four by cards will win the game, declare the big suit. (If there be no outside ace, and the hand is good for six quick tricks, the recognized call is Two in the big suit. Example:

♡ 10, 5;      ♣ Q, J, 10;      ♦ A, K, Q, J, 4;      ♠ 9, 7, 6.

## THE CALL OF TWO OR MORE NO-TRUMPS

Ingenious Mr Doe has remarked that "the Two No-trump call was invented to conceal weakness in one of the major suits" That is, with two solid suits, a third guarded, and nothing in the fourth (being hearts or spades), the alleged intention was to prevent the missing suit being shown against you on a cheap call. Naturally the device, when once known, became less useful for that particular purpose, because it at once announced, for the opponents' benefit, that you were afraid of a red suit being opened. An additional drawback is that it prevents your partner from bidding Two in a suit, if he wants to.

ILLUSTRATIVE HAND NO XXXII exhibits a combination which does not comply strictly with the above formula, but which nevertheless exemplifies instructively the application of the same principles. At love all in the rubber game, the dealer holds

♥ A, ♠ A, Q, J, 5, 4    ♦ A, K, Q, 2,    ♣ Q, 7, 3

Now here he is not actually defenceless in either hearts or spades and the clubs are not solid, yet a call of Three No-trumps is distinctly indicated for reasons similar to those set out. What the dealer wants to prevent if possible is the immediate establishment of hearts or spades before he has had the chance of establishing the clubs. If, at Trick 1, the ace of hearts is taken from him, and, at Trick 3, an adversary gets in with the king of clubs, the position at the fourth trick is practically the same as if

there had been solid clubs and only one small heart at the first trick. It will be found that, in the Hand referred to, to call Three No-trumps is the only way to win the game and rubber.

A similar call may also be of service for a somewhat rare type of hand, six or seven solid clubs or diamonds, nothing in one of the major suits, and king guarded, or ace, in both the other two suits. The purpose is not to prevent the missing suit being opened, but to prevent the call being *taken from you too cheaply* in Hearts or Spades.

With an unusually strong all round hand, *by no means* bid more than One, but let the opponents do as much talking as they like. You may therefore bid Two No trumps on hand (a) below, but *not* on hands (b) and (c) —

♥	♣	♦	♠
(a) A, 2 ;	A, K Q 5 3 2 ;	K, 2 ;	7, 3, 2
(b) A, 2 ,	A, K J 5 3 2 ,	K, 2 ;	K, 3, 2
(c) A, K ;	K, Q J, 10, 9 .	Q, J, 2 ;	A, K Q

## SECOND HAND DECLARATIONS

If the dealer has passed, the second hand is put into the same position as the dealer was, and should be guided by just the same principles. It is as much the duty of the second hand to enlighten the fourth hand (on the first opportunity) as it was the dealer's duty to enlighten the third hand.

I cannot agree with those who advise second hand

to be more venturesome than the dealer in going No trumps, on the plea that as the dealer is weaker than usual, fourth hand is likely to be stronger than usual, and so better able to give support. If the dealer has less than his average of high cards, and second hand has (say) just an average holding, one of the two remaining hands must have more than the average. If the strong No-trumper belongs to the opponent, you are foolish to snatch the declaration and put yourself under him. If it belongs to your partner, it clearly devolves upon him to declare and to play it.

After an *attacking* call by the dealer, however, second hand is in an entirely different position. There is one situation in which it is imperative to make no declaration, although it is the most difficult thing in the world to prevent the inexperienced player from doing so. If the dealer has bid One No-trump, and you have (1) a strong established suit, or (2) a suit that you can at once establish, together with certain re-entry, say nothing about it if you want to defeat the call. You will yourself have the lead; and, if you warn the enemy of their danger, they will switch to another declaration.

Holding such a hand as

♥ 7, 6. ♠ A, 7, 3. ♦ K, Q, J, 8, 4, 3; ♣ 5, 4;

which offers an admirable chance of defeating the No-trump call your best policy is to pass. You may think it a capital opportunity for calling Two Diamonds, but it is not a hopeful undertaking to try and win eleven tricks against at least one No-trump hand,

doubtful whether Two Spades should not be called. 72 for honours would almost counterbalance 100 points penalty.

If the dealer has bid One of a suit, overcall with One of any suit in which you can make five tricks, or with



In ILLUSTRATIVE HAND No XXVI we have following case —



♥ J, 10; ♣ K, 7, 3; ♦ A, K, Q, J; ♠ Q, J, 5 4

At love all, Z deals and passes A. One No-trumps Y., No This is such a conjuncture as is contemplated by Mr Doe Is there any possibility that you will lose the game by saying nothing? You have your certain tricks in diamonds; it can hardly be that you do not make at least one club or one spade in addition If B or Z has a big suit of hearts, it will be declared Nor have you any reasonable chance of winning the game in diamonds unless Z has something substantial, and if he has, you will hear from him, as he will be third player to the No trump call The honours are doubtless an attraction, but will not compensate for being three tricks down

In the case of a major suit, the value of honours is greater, and there is a better chance of winning the game In ILLUSTRATIVE HAND No XXXVIII, at love all, the dealer calls One No trump, and second hand passes, holding

♥ 6, 4 3, 2; ♣ None; ♦ A, 7, 5 2; ♠ K, Q, J, 9 8,

Were the 9 of spades the 10, it would be much more

doubtful whether Two Spades should not be called. 72 for honours would almost counterbalance 100 points penalty

If the dealer has bid One of a suit, overcall with One of any suit in which you can make five tricks, or with Two of any suit in which you can make six tricks. In each case, you may reasonably expect your partner to contribute two tricks towards fulfilling the contract. In this position, *you are not limited by any of the rules about high cards*. You cannot look forward to a second chance of showing a long weak suit. Such a declaration is said to be "forced", the rules previously formulated apply only to one that is 'free'. With

♥ 7.    ♠ K, J 6 4.    ♦ J 2.    ♣ Q J, 10, 5 4 3 ;

you would pass as dealer, but as second hand, when the dealer has called One Heart, you would overcall with One Spade.

Never overcall with a contract that you can't make, simply on the plea that 'you must show your suit'. There is no 'must' about it. It follows that you are never to call Two Clubs or Two Diamonds on a One-trick hand merely because the dealer has shut out your correct call by going One Heart.

It is difficult to say when to bid One No-trump over a suit. Speaking generally, however, the holding should be considerably better than an average hand, and the dealer's suit should be securely stopped. The latter condition is important, because your partner will regulate his own bidding on the assumption that it

*exists* The condition is so universally recognized that it may even be said to rank as a convention

## THIRD HAND DECLARATIONS

### I

If dealer and second hand have both passed you have to consider that neither of them can hold a combination of cards suitable for an original call. Neither for instance can be expected to have a hand a queen above the average with three suits securely stopped. It does not follow that your partner is necessarily devoid of support for any sound declaration that you may yourself be in a position to make. Writers who advise original calls of shadowy No-trumpers are obliged to take a different view from that which I have just expressed. If you know that the dealer would have declared One No-trump on any of the flimsy pretexts that are held in some circles to be sufficient you will have to allow for a corresponding deficiency in cases where he has passed. In any case without allowing yourself to be unduly discouraged you will recognize that the general average of the cards that you would at the beginning have been justified in expecting from him has been somewhat lowered. If you have a weak hand yourself the strength of the deal is doubtless massed over you in the fourth hand. You may therefore assume it as being extremely probable that fourth hand will declare. If it is important that any particular suit should be led to you by your partner before Dummy's

hand goes down, you must now call One in that suit. You should also declare any suit in which you think you can win game, after allowing for the dealer having passed ; and, when so declaring, it is wise to bid Two, so as to shut out, or force the hand of, the fourth player. To declare No-trumps, you must have a stronger hand than has been prescribed for the dealer—a hand reasonably good for five tricks.

## II

If the dealer has declared, and second hand has passed

You should overbid One Club or One Diamond with a Heart, a Spade, or a No trumper, if you have sufficient strength, on account of the improved chance of game, but do not overbid a Heart with a Spade, or *vice versa*, unless (a) you are particularly weak in the dealer's suit, (b) you are particularly strong in your own suit—say five to four honours, or six to ace, king. In the former case, you know that you cannot help your partner in his suit, while there is no reason for supposing that he cannot help you in yours, in the latter case, you are justified in assuming your suit to be better than his. You may overbid a Heart or Spade with Two in clubs or diamonds, if long and solid. The dealer, understanding the nature of your holding, can then either bid Two No-trumps, or can revert to his own suit.

You may overbid a Heart or Spade with No trumps (a) if all the other three suits are safely stopped, or (b), more speculatively, if you hold

solid clubs or diamonds and one of the two remaining suits safely stopped. You risk finding a whole suit against you, but, in the majority of cases, you will play to greater advantage on the No-trump call.

Refer back to the remarks on p. 65 as to the significance of an original Two in clubs or diamonds. Overbid with Two No-trumps if you are moderately guarded in all the three other suits; more speculatively, if you have two of those suits securely guarded.

An original Two in hearts or spades is a mandate from your partner for you to leave him alone. If you hold four aces you may disregard his instructions, and overbid Two No-trumps,—not otherwise.

The injudicious bidding of suit against suit between partners is one of the most fatal, as well as one of the commonest, errors of Auction Bridge. The mutual interest of the two players is obviously to decide, by rational conversation upon that suit which will yield the best results. Before the bidding, neither partner has any knowledge of the contents of the other's hand and begins by assuming an average expectation. If one of the two holds five trumps, he should make his declaration on the hypothesis that the other will hold two, or perhaps three. If the declarer holds six trumps he certainly should not expect the partner to hold more than two out of the remaining seven.

Suppose, now, that third hand has only a single card in the suit which the dealer has called One, but has a good five-card suit of his own. He would be right to call his own suit if he can do so without increasing

the contract; for example, he would be right in calling One Heart over One Club, or One Spade over One Heart. Suppose, again, that third hand is void of a suit in which the dealer has called One, the former would again be right to call Two, if necessary, in a suit of which he holds five. That is to say, the additional reason for fearing disaster is sufficient justification for issuing a warning even at the cost of increasing the contract by a trick.

Suppose, however, that in either of the above cases, the dealer returns to the suit he originally declared, third hand should not carry on the contest further, *unless he has some additional reason which his first overcall was not sufficient to proclaim*.

Say that Z the dealer calls One Heart. A passes. Y, the third hand, holds

♥ 8 3. ♣ 9 6, 2. ♦ 7, 4. ♠ K, J, 8, 7, 6, 3

Here Y has two of his partner's suit, but six of his own. He is justified in overcalling with One Spade. Had he held only five spades and two hearts, or had he held three hearts with his six spades, he would not have had the same justification, and should have passed. Moreover, as things are, he has imparted all the information that he has to communicate. When the turn to speak comes round again to Z, should the latter in face of Y's announcement, bid Two Hearts the incident, so far as Y is concerned, is closed. He must say nothing further. The matter has been lucidly put by the late W. H. Whitfeld. If any player, he points out, has made a declaration

which gives a certain piece of information that information is taken into account by all the other players who subsequently declare and is embodied in the declarations that they make. If a fresh declaration by partner is to be again superseded it must be because of some additional fact which was not previously communicated and could not have been suspected.

In the hand given above suppose that Y held only one heart and six spades he would be right to bid Two Spades on the following round over the Two Hearts inasmuch as the contract would not be thereby increased.

Suppose hearts and spades to be interchanged. With six hearts and two spades Y would be wrong to bid Two Hearts over his partner's One Spade. With six hearts and a single spade he would be justified in doing so, but would have nothing further to say if the dealer reverted to Spades.

As another example I will take a case that was recently submitted to the *Field* newspaper to settle a wager. The dealer calls One Heart second hand passes dealer's partner holds

♥ J   ♣ A J 9 8 6   ♦ A 9 5 4   ♠ K 8 7

Ought he to overcall with Two Clubs? I think not. It is true that there is a probability that the clubs between the two hands are better than their hearts but that is counterbalanced by the disadvantage of having an additional trick to win. There is further more or less chance of game in Clubs.

An original bid of One No-trump opens up a somewhat disputed subject. The following *dicta* should be accepted with reserve, but they are the best that can be put forward in the present state of our knowledge.

Holding a *strong* hand, with one missing suit, you should take your partner out only in the major suits, hearts or spades. With

♥ A, J, 9, 6, 4; ♣ K, J, 5; ♦ A, 10, 9; ♠ 6, 5;

it is conceded by most good players that you should overbid with Two Hearts. So with Two Spades, if the holding in hearts and spades be transposed. Not so, however, if the heart suit be changed to clubs or diamonds.

Holding a long weak major suit (say

♥ K, 3; ♣ Q, 7, 3; ♦ K, Q; ♠ 10, 8, 7, 4, 3, 2)

you must also overbid, irrespective of the support in plain suits. It would be the same if the hearts were spades.

But with a long weak minor suit (clubs or diamonds), the practice is only to overbid when the hand has *no support in plain suits*. Holding

♥ 10, 3; ♣ 10, 8, 7, 4, 3, 2; ♦ J, 8; ♠ 9, 7, 3;

it is imperative to overbid with Two Clubs, as a warning—colloquially known as a “rescue.” You tell the dealer that your hand is valueless unless clubs are trumps. Interchange spades and clubs in the hand previously cited, and you would not overbid,



because there is help for a No trumper even if clubs are not trumps

The doctrine is usually summed up by saying that the "weakness take-out" or "rescue" is obligatory in all suits, but the "strength take-out" only in hearts or spades

If you have so strong a hand in clubs that you believe you can make game in them take out the No-trumper with Three Clubs. This is a special case, because the dealer can overbid again with Two No-trumps, which *Three Diamonds* (21) would shut out. The bid of Three shows that it is not a "weakness take-out"

It has been objected by those who disapprove of "take-outs" in the major suits that it is never possible for the dealer to know with any certainty whether the overcall is "aggressive" or whether it is "protective". It is urged that such indefiniteness makes these overcalls very trying, and is apt to lead to misunderstanding and mutual recrimination. I see no ground for the objection. The fact appears simply to be that some players cannot bear having the declaration taken from them by their partner, and are apt to consider themselves as slighted or ill treated on the occasions when it happens. "How am I to know," I often hear it asked, "whether you are taking me out from strength or from weakness?"

The answer is that it is quite unnecessary to know. The basis of sound calling is mutual confidence. If I bid One No trump, and my partner, whom I know

to be a reliable bidder, says Two Hearts, it is the height of stupidity to start an Auction wrangle with him by going Two No trumps, which will result, as likely as not, in his going Three Hearts! What he has told me is that, to the best of his judgment, it will be so much easier and safer to play the deal in Hearts as to justify the undertaking of an additional trick, and that deliberate announcement ought to be unreservedly accepted. The overcall in a *major suit* is practically independent of the general high-card strength of the hand. There is no such thing as being "too strong" or "too weak" to take partner out of a No trumper, provided that your suit of hearts or spades is sufficiently long. Remember, also, that a hand with two five card suits is specially suitable for playing with a declared trump. With any of the following typical holdings, call Two of your major suit over your partner's One No trump —

♥	♠	♦	♣
A, Q 10 4 3, 7,		K Q 10 8 4, 9 8	
K J 6,	None,	Q J, 10, 6 3	K Q J, 4 2
A 9 4 2,	10 9 8,	4,	J 9 8, 6 4
10 9 2.	7 6 3.	4.	10, 9 8, 7, 3, 2

"In these days of light No-trumpers" says Mr Robertson, 'a contract to make eight tricks with a queen or knave suit to five [as in the third of the above cases] against a [presumably] strong fourth hand is a foolish invitation to the opponents to double . . . There is the further risk of the dealer

misinterpreting the overcall, and going to Two No-trumps "

The answer to the second part of the objection is that the dealer has no business to do anything of the kind. It is impossible to protect a deliberately imprudent person from the consequences of his imprudence. The supposed danger of the double depends on the hypothesis that the dealer has gone No trumps without justification—an error which indeed, is widely prevalent, but against which I have issued an emphatic warning.

In some circles, the practice of raising partner's suit bid, when no other bid has intervened, is considerably overdone. One writer on the game advises that, with such cards as the following —

♥ K, 7, 3. ♠ K, 6, 4, 2. ♦ A, 9, 6, 4. ♣ 8, 7.

the dealer's partner should always raise (preemptively, as it were) an original bid of One Heart to Two Hearts. "You have to consider," it is said, "the possibility of a preemptive bid by the fourth player, who is quite likely to be strong in spades—your own weakest suit." If he bids Three Spades "your partner, having received no signal of help from you, may be quite unable to declare Four Hearts on his own, so to speak, and it is obvious that you cannot, without grave risk, carry the bidding to Four Hearts for him."

It is impossible to approve of this reasoning. The hand specified is barely up to average strength, and is therefore just about what the dealer would have

been expecting from his partner when he called his One Heart. It is always possible for any player to jump in with a "shut-out" bid, but the wisdom of such a course is by no means universally admitted, and there is no sense in trying to anticipate a possibly rash contract by rushing gratuitously into an equally rash one on your own account. It is really much more likely that fourth hand, if he bids Spades at all, will simply bid One. It will then be quite time enough for you to consider what you will do when it comes round to you again. A gratuitous bid of Two Hearts is likely to give the dealer an exaggerated idea of the value of your holding, and to induce him to venture out of his depth. This is simply playing the enemy's game.

### III

There remain to be considered the cases when second hand has made a declaration. Here the third hand has received information from two different sources and he must be guided by what he has learnt.

In considering whether to bid No trumps over a suit called by second hand when dealer has passed, you are not in the same position as if second in hand over an original suit call, because you have the additional information that your partner has no cards to justify an original call. Either the declared suit should be stopped twice, or, if only stopped once, you should have a solid suit of clubs or diamonds.

Situations demanding good judgment specially arise when Two of a suit have been bid over the

dealer's One No trump Bear carefully in mind that the conditions for a "weakness take-out" do not here exist The dealer has already been taken out by the opponent If you hold

♥ J, 10, 7, 6, 4, 3; ♠ 10, 8, 6, ♦ 7, 5, ♣ J, 8; and Two Spades have been bid on your right, you are on no account to overbid in hearts, as you would have done, if the No trumper had come up to you unimpeded Your only justification for an overbid is a holding strong enough to give you game You must not bid Two No trumps except with adequate strength *and the adverse suit stopped* With Spades against you, and holding

♥ A, 7; ♠ K, Q, J, 10, 8, 6; ♦ K, J, 8, ♣ 9, 2; your policy is to bid Three Clubs this instructs partner to overbid with Two No trumps *on condition that he stops the spades* and should be by him so understood

You are justified in doubling the suit (but not in overbidding with Two No-trumps) if you hold (a) Two stoppers in the suit, (b) One stopper and two outside tricks For Two No trumps you must have greater strength still.

On the following case, varying opinions have been expressed



♥ K, J 7, ♠ K, 10 8, ♦ A Q ♣ Q J 9 8 3

At love all, Z calls One Heart A, Two Diamonds  
What should Y. say, holding the cards set out?

Two Spades would obviously be bad. The choice practically lies between assisting partner with Two Hearts or calling Two No-trumps. The fact that one trick more is needed for game in Hearts than in No trumps is counterbalanced by the fact that in No trumps there is a greater risk of loss. To support a sound Heart call on the cards held by Y. is a perfectly safe undertaking. The decisive point to consider is which of the two courses will give partner the most useful information. Two No-trumps will announce the diamonds stopped, and an adequate amount of side strength, but will give no information as to the hearts. I have little doubt that it is better to assist with Two Hearts. Nothing definite is yet known about the clubs, and B has yet to speak. If he calls Three Clubs you will be glad you did not call Two No-trumps, as it is very likely that B would have established clubs and got in on the spades to make them. On the other hand, if Z has good clubs, there is hardly a remote chance that the Two Hearts contract can be defeated.

The "assisting" or "supporting" value of a hand when the dealer's original suit bid has been overcalled has been defined quite differently by different writers. Some insist that the original caller does not want strength in the trumps themselves, but only high cards in the plain suits. Others are apt to lay undue stress on the possession of trumps alone.

Now, on the one hand, it is clear that support in trumps, both as regards number and high cards, is of value. If the dealer has five trumps and third hand only one, there are seven between the opponents. It may not be at all easy to draw these for the defence of any plain-suit strength that may be held. Two trumps held by third hand probably means seven trumps against six, with the additional advantage of five being in one hand. This is such ordinary support as the original caller would have looked forward to when he made his declaration. Three or four trumps are more than he would have reckoned upon, they will make it easier for the declarer in two ways. He can win extra tricks by ruffing losing cards, or he can more readily exhaust the trumps and make tricks with winning cards.

As regards high cards in trumps these also afford help both in drawing the trumps of the enemy, and in cross ruffing more effectually.

There is a danger, however, of finding both hands long in trumps, and short in the same plain suit or suits, so that the trumps fall together and are wasted.

On the other hand, it is also clear that high cards in plain suits are of value, both as winning tricks after trumps are out, and as giving discards to the strong trump hand whereby the adversaries' high cards in the suit thrown away may be killed without exhausting the trumps.

As a general rule, support in the plain suits is

largely neutralized by unusual weakness in trumps; and a suit bid should therefore be rarely raised unless *two trumps at least* be held. It likewise follows that numerical support in trumps—the holding of three or more—is partly neutralized by an even division of the plain suits rendering ruffs less probable, and perhaps altogether impracticable.

It does not seem to have been previously pointed out that the number of times you are entitled to raise your partner's suit declaration entirely depends upon the number of tricks that he has declared. The principle involved being obvious when once explained, it seems strange that it should have hitherto escaped observation.

The dealer will declare One in a suit on a hand of average strength in high cards and five trumps. This we can reckon as good for  $3\frac{1}{2}$  tricks, *plus* 1 trick more for the fifth trump—say  $4\frac{1}{2}$  or perhaps  $4\frac{1}{2}$  tricks in all. The declarer, therefore, in making such a declaration, looks to his partner for the other  $2\frac{1}{2}$  tricks: i.e. expects him to have such cards as will average about five tricks every two deals. To be justified in increasing the contract by one trick, the partner must have one trick more than the declarer has been counting him as good for, that is, he must have a hand worth  $3\frac{1}{2}$  tricks—an average of seven tricks every two deals.

How then can we give our adhesion to Mr. Robertson's *dictum* that “in making a suit declaration, the dealer relies on at least one sure trick from his partner”? and that therefore the partner can raise once



Now, on the one hand, it is clear that support in trumps, both as regards number and high cards, is of value. If the dealer has five trumps and third hand only one, there are seven between the opponents: it may not be at all easy to draw these for the defence of any plain-suit strength that may be held. Two trumps held by third hand probably means seven trumps against six, with the additional advantage of five being in one hand. Thus is such ordinary support as the original caller would have looked forward to when he made his declaration. Three or four trumps are more than he would have reckoned upon, they will make it easier for the declarer in two ways: he can win extra tricks by ruffing losing cards, or he can more readily exhaust the trumps and make tricks with winning cards.

As regards high cards in trumps, these also afford help both in drawing the trumps of the enemy, and in cross ruffing more effectually.

There is a danger, however, of finding both hands long in trumps, and short in the same plain suit or suits, so that the trumps fall together and are wasted.

On the other hand, it is also clear that high cards in plain suits are of value, both as winning tricks after trumps are out, and as giving discards to the strong trump hand whereby the adversaries' high cards in the suit thrown away may be killed without exhausting the trumps.

As a general rule, support in the plain suits is

ample, to use the same trump both for ruffing and for extracting an adverse trump

Distinctions between "tricks" and "raisers" are shadowy and superfluous. A "raiser" is merely a valid reason for increasing your partner's bid, if you cannot win "tricks" with your cards, you are not justified in "raising"

#### FOURTH HAND DECLARATIONS

In many situations, the policy of the Fourth Hand has been implicitly indicated in what has been already laid down. If the dealer passes, second hand bids, and third hand passes, you will proceed very nearly in the same way as if your partner had started the bidding, and you were third hand (*v supra*, case (II), p 83). The only difference is that you know the hand behind you to be deficient in high-card strength. Thus you may more boldly overbid a call of Clubs or Diamonds with a view of securing the game. If your partner has declared No-trumps and third hand has passed, you take him out, if necessary, in a suit, exactly as described on p 87. If third hand has bid Two of a suit over partner's No trumper, the situation of case III again arises, as dealt with on pp 91-2.

If all three players pass the call up to you, and you have an average hand some one may, of course, be "foxing". If you can rely on your partner, you have every right to assume that it is not he, even if you know nothing of the company you are in, it is two to one that the guilty party is an opponent.

"holding two sure tricks," and can raise once more for "each additional trick" in his hand <sup>1</sup>

If dealer has declared One Spade, and third hand holds

♥ K, Q, 3; ♣ J, 10, 4, 3; ♦ A, 7, 4; ♠ Q, 8, 6;  
he has a hand exactly one queen above the average, and is certainly justified in raising once, but not twice

Suppose, however, that the dealer has started with Two Spades. This, as we have seen, indicates that he has six tricks in his hand, and is relying on his partner for two. In this case, the holder of the above hand (worth  $3\frac{1}{2}$  tricks) cannot be blamed for raising twice, and would be fully justified in doing so with slightly increased strength equivalent to the missing quarter trick—say with A, J, 4 of diamonds

In estimating tricks you are of course entitled to reckon probable ruffs, a ruff in the hand which is weak in trumps being the equivalent of a trick. Holding

♥ K, Q, 6 4 3. ♣ 4. ♦ A, J, 10, 4. ♠ Q 6, 4,  
you would be right in raising a bid of One Spade twice—once for the high card strength, and once more for an expected ruff on clubs. With the 3 of spades instead of the 3 of hearts, you could raise three times

Be careful to avoid the error of counting the same strength twice over. It is impracticable, for ex-

<sup>1</sup> *Royal Auction Bridge* p 106

ample, to use the same trump both for ruffing and for extracting an adverse trump.

Distinctions between "tricks" and "raisers" are shadowy and superfluous. A "raiser" is merely a valid reason for increasing your partner's bid, if you cannot win "tricks" with your cards, you are not justified in "raising."

#### FOURTH HAND DECLARATIONS

In many situations, the policy of the Fourth Hand has been implicitly indicated in what has been already laid down. If the dealer passes, second hand bids, and third hand passes, you will proceed very nearly in the same way as if your partner had started the bidding, and you were third hand (*cf. supra*, case II), p. 83). The only difference is that you know the hand behind you to be deficient in high card strength. Thus you may more boldly overbid a call of Clubs or Diamonds with a view of securing the game. If your partner has declared No trumps, and third hand has passed, you take him out, if necessary, in a suit, exactly as described on p. 87. If third hand has bid Two of a suit over partner's No trumper, the situation of case III again arises, as dealt with on pp. 91-2.

If all three players pass the call up to you, and you have an average hand, some one may, of course, be "foxing." If you can rely on your partner, you have every right to assume that it is not he, even if you know nothing of the company you are in, it is two to one that the guilty party is an opponent,

It is also possible that the cards lie so evenly that no one had a justifiable call.

Whenever you find yourself with a strong hand, and can see your way to game, do not hesitate to go for it. Even the first or second game of the rubber is worth 125 points *plus* the 60 or 70 that you will score, on the average, for tricks and honours. On the other hand, the assurance of scoring 300 points in penalties every other time is only worth 150, and is therefore less advantageous than a certainty of game. *A fortiori* if the game be the third of the rubber, the value of which is 250.

If the dealer has bid in Clubs or Diamonds, and the other two have passed, and you do not see a likelihood of game in your own hand let the dealer play it out. If he has made a higher call, and you think that, unless your strong suit is opened at once, the game is gone, you must bid to show your partner how to save it.

### THE BIDDING ON SECOND ROUND

The most that can be usefully said under this head is that you must draw the shrewdest inferences you can from the various bids (or lack of bids), and decide accordingly. If your bid as dealer has been followed by two passes and by a declaration on your right, it is generally unwise to advance your own call unless you have six tricks in your hand. With five only, it is evidently logical to let the bid go up again to your partner, who can overbid if he is able to "assist" your call on the principles that have been already expounded.

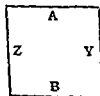
If your original call was One No-trump, on

♥ A, Q, 7; ♠ A, 8; ♦ A, 4; ♣ A, Q, 10, 8, 6, 2;

and second and third hands have passed, and the call of fourth hand is Two Diamonds, you do not advance your original call—for you clearly will not win eight tricks if a strong suit of six diamonds is opened and established, and the adversaries get in again with the king of spades—but you should overbid with Two Spades. In this case, the hand is certainly too strong to let the call go by. You may expect eight tricks in Spades, even if the king of that suit makes, and your partner does not take a single trick.

Bear carefully in mind that a player who bids a suit on second round, after declining to do so on the first, indicates length in the suit only, without high cards. If it is your partner who makes such a "secondary" call, it is quite improbable that his suit will be of use in a No trumper, unless you have high cards in it yourself.

It has been justly said that second round bidding depends more on inferences from what has previously been called than on cards actually held. An example from actual play may make this clearer.



## B.'s HAND:

1 ♡ Q, 7, 4, 2; ♠ Q, 3, ♦ 8, 7, 3, 2; ♣ A, J, 6

At the score of love all, Z deals and passes A, One Club. Y, One Spade B, No Z, Two Diamonds (refusing to accept his partner's Spade) A, doubles Y., Two Hearts What should B say?

It may come as a shock to the student to be told Two No-trumps, but consider. B has both Y.'s suits stopped, and if A's double is to be relied upon, the latter stops twice Z's *secondary* bid of diamonds, in which Z *has not the tops*, since he could not name it on the first round. In addition, B can depend on A for two sure quick tricks in clubs, and has himself the queen of that suit.

If Y has two five-card suits, he may have only one diamond, or none at all. In either case, A's clubs will probably be good, if he has five of them.

The actual hands of the other players were as follows. —

♡ 10  
♠ A, K, J, 9  
♦ A Q 9, 4  
♣ 9 7, 4, 2.

♡ 9 8, 3  
♠ 7, 6, 5 2  
♦ K J, 10, 6, 5  
♣ 8



♡ A K, J, 6, 5  
♠ 10, 8, 4.  
♦ None  
♣ K, Q, 10, 5, 3

Whatever Z opens at No trumps, B must make his eight tricks and contract, with four clubs, two

diamonds, and a couple of tricks between the spades and the hearts. The deal occurred in a duplicate match game in America. At one table B went Two No trumps, and made them, at the other tables, Y was allowed to win his contract in either Hearts or Spades.

### "FLAG-FLYING"

In the early days of Auction, it was considered a very heroic thing, when you saw that the opponents would make game on their call, to rush in with an overbid that you were sure would fail, in order to keep the game alive, on the chance of securing the rubber points later on. In many text books, great confusion of thought is shown in discussing the advisability of such a policy.

If it is the third game of the rubber, it is said, with truth, that the difference between winning or losing the game is 500 points. It is a fallacy, however, to argue that it is worth while losing (say) 400 points in penalties, in order to "live to fight another day." For, even after paying the penalties, you have still an even chance of losing your 250 points on a future deal, and so on *ad infinitum*. The difference between losing the rubber and losing nothing is 250 points added to what the opponents score in going game—which is said to average about 70 points, tricks and honours. The loss of the game, then, means a loss of about 320 points. It is worth paying 300 to avoid this loss, but not worth paying 400. In comparing these two losses, we are reckoning them



both as certain ; but in actual play, the probability of each event has to be estimated. If it is only 3 to 2 that you will lose the 320 (which is comparable with a certain loss of 64 points), it is most decidedly not worth while incurring a 4 to 1 chance of losing 200 in penalties (comparable with a certain loss of 120 points)

If the opponents have won a game and you have not, it is 3 to 1 that you lose the rubber, comparable to a certain loss of 125. If you win the second game, you wipe out this loss. If you lose the second game you increase the loss to 250. In either case, the game is worth 125 points. If you have won a game and the opponents have not, the next game won is similarly worth 125 points. In every case, therefore the value of the first or second game is 125 points. A 3 to 2 chance of losing 125 + 70 points comes to 39 points. To avoid this is not worth sacrificing a certain 50, nor incurring a 3 to 1 risk of losing 100.

Whether, in any particular instance, the flag should be hauled down, or kept waving can only be decided by the player himself on the same principles as he would use in weighing any risk. But there is certainly no heroism nor even common sense, in making unlimited sacrifices.

### DOUBLING

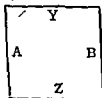
It is easy for a writer to involve himself in generalities on this subject and to leave his readers, at the end of his disquisition, no wiser than at the beginning.

Among the few maxims that will command uni

versal acceptance is one inculcating the advisability of egging on your opponents till they have undertaken a contract which they cannot fulfil and out of which they cannot wriggle, when you promptly double them and await your reward in placid confidence. Only, with astute opponents, you cannot always work it like that. Nevertheless, occasions occur when it would seem that they do not suffer through their own fault. Take this case :

♥ 4, 3.  
 ♣ A, Q, 4, 2.  
 ♦ Q, 10, 9, 8, 7, 3.  
 ♠ 5.

♥ J, 9, 6.  
 ♣ J.  
 ♦ A, J, 5, 4, 2.  
 ♠ A, K, Q, 8.



♥ K, Q, 8, 7, 2.  
 ♣ 10, 9, 5.  
 ♦ K, 6.  
 ♠ J, 7, 2.

♥ A, 10, 5.  
 ♣ K, 8, 7, 6, 3.  
 ♦ None.  
 ♠ 10, 9, 6, 4, 3.

Z. dealt and passed. A. might have declared One Diamond; but he preferred to try for game with One Spade. Y., having only one small spade, six diamonds to two honours, and support in clubs, bid Two Diamonds in self-defence, which cannot be condemned as wrong. B. and Z. passed, and A. doubled. Neither Y. nor Z. is justified in overbidding with Three Clubs, and the hand was played.

B opened with the knave of spades (to his partner's call), which won the trick. Immediately Y follows suit to the spade, B knows that A has called on tierce major to four spades, and that Y. has no more. At trick 2, he put the lead into Dummy's hand by leading king of hearts. YZ made ace of hearts, one club, and four trumps, but were two tricks "shy" of their contract, and AB scored 200 in penalties and 14 for honours.

Except at the score of game all this is a better result than if they had won ten or eleven tricks in No-trumps (honours divided) and the game (worth 125 points).

It is not always by any means easy to say whether it is better to double the opponent, or to declare in hope of game. Here is quite a typical instance —

	♥ A, J, 6 2	
	♠ A, Q J, 9	
	♦ Q 7	
	♣ A Q 5	
♥ 10, 7, 4		♥ 8
♠ 8, 7, 3		♠ K, 10, 6, 5 2
♦ A, 10		♦ K, 9, 6, 5 3
♣ K, J 9 3, 2		♣ 7, 6
	<div style="border: 1px solid black; padding: 10px; text-align: center; width: fit-content; margin: 0 auto;">           Y            A                      B            Z         </div>	
	♥ K Q 9 5, 3	
	♠ 4	
	♦ J, 8, 4, 2.	
	♣ 10, 8, 4	

At love all, Z dealt and passed. A, One Spade

(certainly an adventurous call) Y, instead of bidding No trumps doubled (This was an entirely unorthodox proceeding, as it is a generally accepted maxim that it is never worth while doubling a bid of One) B, having two spades and a singleton heart, saw no danger in the double so he made no attempt to pull his partner out. Z of course said nothing, and A had to worry through as best he could

Y had an awkward hand to lead from, but he started with the ace of hearts which enabled him to see B's (Dummy's) cards. He continued with ace, followed by queen, of clubs, the latter card covered by B and ruffed by Z, who then led the 10 of trumps through the declarer to his partner's double. Y took out two rounds of trumps, leaving B bare, then led out knave of clubs, and then a small heart. The king and queen of that suit gave YZ eight tricks, "setting" the contract for 200 points, and also taking 18 for honours.

If Y instead of doubling had declared No-trumps, B would have opened spades to his partner's declared strength and YZ would have made five hearts, two clubs, two spades, winning the game with 30 for tricks and 30 for aces. If it were the first or second game of the rubber, this result would be worth 185 points—not so good as the 218 scored by doubling. To have won the third game of the rubber, however, ( $250 + 60 = 310$ ) would have been much more advantageous.

The two preceding examples will probably leave

Double. B (after much hesitation and with great agitation), No! Z. and A, No

Thus unusual bidding naturally attracted players from all parts of the room, who rushed to the table to see the remarkable cards that the General must hold. He put down

♥ 9, 8, 6, 4, 3, ♠ 8, 7, 3; ♦ 10, 9, 6, 5, 2; ♣ None

It is a golden rule never to double any declaration that you feel sure you can defeat, if there is any risk of the adversaries shifting to another declaration which you cannot double, and on which it is quite possible that they will succeed. Put succinctly.

*Never double anything unless you are prepared to double everything*

The double of a declaration on which, if it succeeds, the enemy will go game, is called a "free" double. It may be indulged in more light-heartedly than the double which actually helps the hostile forces to go game, but do not forget that "you may pay too dear for your whistle". In the majority of cases, it is not true to say "the double made no difference partner, as they would have gone out anyhow." The comfortable doctrine that you "may as well be hanged for a sheep as for a lamb" means that if you have to suffer exactly the same penalty in both cases, you may as well have a run for your money. It does not mean that you are always justified in doubling your losses, and incidentally giving your adversaries the option of quadrupling them. Furthermore, under the new Code (Law 58), there is a bonus,

on a sliding scale, for the players who make good against a double. This provision was expressly inserted to give pause to the inconsiderate doubler.

## THE ORIGINAL LEAD

### I—WHEN THERE ARE TRUMPS

It is seldom that the declarer's opponents—with strength in trumps against them—can establish *and bring in* a long suit. It does not follow, however, that to establish a suit is useless—for the player who succeeds in doing so may give his partner useful discards, and may force a trump from the declarer to advantage, if the preponderance of trumps be not too great. It is also essential, in many cases, to make high cards before the declaring side have had a chance to discard losers in the same suit, in which case your potential winners will be ruffed. An instructive example will be found below (p 114), where, if the strong suit of spades be not opened immediately the declarer discards a small one from his own hand on Dummy's clubs.

While, therefore, the old long-suit theories of Whist have ceased in great measure to be applicable, it must never be forgotten that a long suit has a *defensive* as well as an attacking value. Though you may not be able to bring in a suit yourself you can at least take the best chance of not assisting the dealer to bring one in. The extreme votaries of the short-suit and singleton schools close their eyes to the fact that the principle that you are more likely

to take tricks in a suit which you refrain from opening applies with greater force to a suit of which you have few than to one of which you have many. This is even more true at Bridge than at Whist, for in Bridge the dealer knows his exact strength in every suit from the beginning, and can see just where it is least harmful to open, and where it is most advantageous to make the enemy open. He is never guilty of hugging an ace, queen suit to find, when too late, that his partner has the king, or of bottling up a supposed "tenace" of king and knave when partner holds ace or queen.

The best leads are from sequences, whether the suits be long or short. If the dealer has declared One Spade, and all have passed, so that you have no specific indication of strength in any other suit, the eldest hand should *open the sequence suit* from any of the following combinations (the suit to lead being underlined) —

♥	♠	♦	♣
1 <u>K, Q 4.</u>	K, J, 7, 2.	Q 6.	9 8, 7, 3
2 <u>K, 8, 4 3.</u>	<u>Q J, 9 6.</u>	A, 4, 2;	J, 5
3 J, 9 7.	Q 10, 6, 2.	<u>A K 4:</u>	J, 5, 4

In the third case the diamond lead will presumably hold the trick, and you will have the advantage of seeing Dummy's cards before you continue leading. In the second case, I do not recommend your beginning with the ace of diamonds to obtain the same privilege. There is practically no risk of losing an ace, *fewer than five in suit*, through not dashing it out

at the first trick. The sight of Dummy's cards is not sufficient compensation for the harm you may do by abandoning control of diamonds prematurely. Whenever you have a reasonably good alternative, therefore, leave a short ace suit alone. A singleton ace, however, is frequently a good lead, if your partner can get in, he will return the suit, and you get an early ruff.

A conundrum which I do not profess to be able to answer was recently sent to me through a well-known weekly journal.

'Being eldest hand,' said the propounder, "the dealer having called One Spade and all having passed which card ought I to lead from

♥ A Q 7. ♣ 8 7 3. ♦ J, 4 2. ♠ 8 7, 5 2?"

In such a case, the lead is of course, a positive disadvantage. We may dismiss the trump lead (putting your partner under the declarer) as being out of the question. Whether the ace of hearts, the 8 of clubs or the knave of diamonds turns out the best is probably a toss up, I incline to the ace of hearts. Even if the declarer has the king (and it is roughly two to one against it) the queen may make on the third round though it would doubtless be better to make it on the first or second by getting the suit led to you. There is a slight probability that your partner is stronger in clubs than in diamonds but the lead from three worthless cards is usually both futile and misleading. The knave of diamonds may be a guard in the suit, if your



partner has queen and one small diamond, and the suit lives three rounds, no play by the declarer can rob you of a trick in it, *so long as neither you nor your partner leads it*

The lead of a small single card is well enough, if your partner has shown strength in the suit during the calling. As a leap in the dark, it is a distinctly doubtful speculation. The number of trumps most favourable to a singleton lead is three. With fewer, you are less likely to get a ruff, with more, there is generally less advantage if you do. The speculative lead of a singleton king is always bad.

Leads from long suits headed by single honours are often condemned too unreservedly. In the course of investigations made at ordinary Bridge by the late W. H. Whitfeld, he found that the lead from a long suit to the king was about on a par with the lead from a long suit of small cards, the lead from a long suit to the knave was rather more advantageous. Both these leads were better than a lead from two small cards, and considerably better than from three small cards. The lead from a long suit to the queen, on the other hand, is much less advisable, and should be avoided.

The disadvantage of leading from tenaces (by which are meant suits headed by A, Q or A, J, or K, J) has been exaggerated. Whitfeld found that the lead from an A, Q suit (contrary to the general impression) was only a little worse than from ace and small cards, the lead from K, J, being better than either of these. The most unfavourable combina-

tions of all are A, Q J, A, J, and, in a lesser degree, A, 10 I have heard it asserted that a Q, J suit opened with a small card is better than a K, J suit, but it is, in fact, slightly worse In the latter case, the greater number of tricks lost through unfavourable positions of the ace and queen are compensated by the greater gain in opening the stronger suit early

Leads from Q, J only, or from J, 10 only, are considerably better than from two small cards These sequences also provide satisfactory leads when at the head of three cards The lead from knave and one small card is not so good as from two small cards Leads from queen and one small, or from knave and two small (as pointed out above), should be still more carefully eschewed

The preceding observations refer solely to "blind" leads When the bidding has afforded information as to the distribution of strength you naturally take advantage of your inferences *It is always better to lead to partner's declared strength than to open a broken or weak suit of your own*

Many a contract has been allowed to win out through a bad opening lead from a short suit, when it might have been defeated had the leader followed the good old rule of starting with the strongest suit That I may not be suspected of manufacturing an instance to suit my own theories, I will illustrate by quoting "Hand II" given for purposes of instruction in a recent book on the game announced to have been written for "advanced" players I should

premise that the hand is intended expressly as an example of the declarer's play, which is perfectly sound. My point merely is that the declarer ought never to have been allowed the chance of exhibiting his skill. The hands of the declarer's adversaries are not set out but they can easily be deduced from the bidding the hands of the declarer and the play of the tricks that are given. I have therefore filled them in conjecturally.

CONTRACT ALLOWED TO WIN THROUGH A WRONG  
OPENING LEAD

		♥ A Q 9	
		♠ K J 10 7	
		♦ Q J 2	
		♣ 5 4 3	
♥ 7 6			♥ K J 8 5 4 3
♠ Q 8			♠ A 4 3 2
♦ A 10 7 6			♦ 5
♣ K Q 10 9 2			♣ J 6
	Y (Dummy)		
	A	B	
		Z	
		♥ 10 2	
		♠ 9 6 5	
		♦ K 9 8 4 3	
		♣ A 8 7	

SCORE love all in the first game

THE DECLARATIONS.—Z., One Diamond. A., One Spade. Y., Two Diamonds. All pass.

The first four tricks are as follows:—

*(The card underlined wins the trick. The card immediately beneath is led to the next trick.)*

Trick	A	Y	B	Z
1.	♣ Q	♣ K	<u>♣ A</u>	♣ 5
2.	♣ 8	<u>♣ 10</u>	♣ 2	♣ 6
3.	♦ 6	<u>♦ Q</u>	♦ 5	♦ 3
4.	<u>♦ A</u>	♦ J	♣ 3	♦ 4

At Trick 5, A. leads the 7 of hearts.

Here it is pointed out, very properly, that the declarer "must take no finesse in hearts, but put on the ace from Dummy and lead two more rounds of trumps, the second of which will be won by A. This will leave Y. with two winning clubs, while Z. has the 9 to put him in with, so that the only other tricks AB. can make are one in hearts and one in spades, viz. five in all. Z. can get rid of a spade on Y.'s last club, and must make his contract of Two Diamonds."

bid them, and, if he has not five, should hold at least K, Q, J, to four, he deliberately refrains from leading them, and throws away all chance of defeating the contract by a lead from the very bad combination of a singly guarded queen

If he opens with his best suit, as he ought, AB easily win two spades, two trumps, ace of clubs, and king of hearts (A, of course, leading through Dummy after making his spades), and YZ are one trick "shy"

## II — WHEN THERE ARE NO TRUMPS

In this case the conditions are wholly different. When there are no trumps the long-suit game reigns supreme. The efforts of both sides tend towards taking tricks with small cards, and the small cards that are most likely to take tricks are those of the most numerous suit. It is easier to bring in a long suit at No-trumps than at Whist, where it was necessary to clear trumps as well as the suit itself. It is only exceptionally that the strategy of a No-trumper will centre round the careful preservation of a tenace, or the placing of the lead at an advanced period of the game.

Do not hesitate, then, *when you have had no indication from the bidding of how the strength lies among the other hands*, to open originally from the best suit you have, whether it contains a tenace, or whether *its high-card strength consists of a single honour*. In the following examples, the dealer is supposed

to have declared No-trumps ; all the other players have passed ; the suit which eldest hand should lead is underlined :—

	♥	♣	♦	♠
1	Q, 6, 3 ;	9, 8 ;	<u>Q, 9, 6, 3, 2 ;</u>	J, 10, 3
2	A, 8, 7 ;	<u>J, 10, 4, 3 ;</u>	Q, 9 ;	7, 6, 3, 2.
3	K, J ;	K, 8, 7, 2 ;	<u>A, 10, 9, 2 ;</u>	J, 8, 4.
4	J, 9.	9, 6, 2 ;	<u>J, 9, 6, 3 ;</u>	J, 9, 8, 3
5	J, 7, 3 ;	<u>K, J, 9, 3.</u>	Q, J, 8, 4.	A, Q
6	8, 7 ;	A, K, 4.	<u>K, J, 9, 6, 5 ;</u>	Q, 5, 4

In No. 3, in actual play, the leader opened with the deuce of clubs. He may have thought that the cheaper suit was more likely to find support in third hand, or perhaps, being an expert whist-player, he had in mind the maxim laid down in old times by James Clay, that "good players . . . generally avoid leading from an ace-suit they keep their ace, if possible . . . to bring in their strong suit." I have always looked upon this advice with suspicion, even at Whist, to the above hand, at Bridge, it is clearly inapplicable. The clubs are not a "strong" suit, and the ace can be utilized just as well as a re-entry for the long diamond by holding up, if necessary, on the second round.

In No. 4, the diamonds are very slightly weaker than the spades, but I have underlined the former, in deference to the current idea that, in cases of doubt, the cheaper suit should be given the preference.

The argurent is that third hand would overcall a No-trumper more freely in a major than in a minor suit, because of the better chance of game. Therefore, although no announcement of strength in diamonds has been made, "the lead may be of material assistance to partner." I give the argument for what it is worth, and because it is the underlying justification of the Club Convention (see p 128). It would seem, however, to cut both ways, for the dealer would certainly be more likely to declare No-trumps with his main strength in a minor than in a major suit, and dealer's partner would be more likely to overcall a No trumper with strength in a major than in a minor suit. On both accounts therefore, the *opponents* are more likely to be strong in diamonds or clubs than in hearts or spades.

I should say, myself, that there is practically nothing to choose, in hand No 4 between the diamonds and the spades. In actual play, however, the 9 of clubs was chosen as a "strengthening card" and the lead was approved of by a writer on the game. In my opinion it is about twice as likely to "strengthen" an adversary as the partner.

For the lead of the 3 of clubs in No 5, I have been roundly taken to task by one of the "never-open from a tenace" school, who wrote to me that this "absurd initial lead" was "absolutely opposed to all recognized ideas on the game." Those who agree with him would open, I suppose, with the 4 of diamonds or perhaps with the knave of hearts.

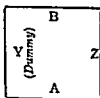
Hand No 6 was dealt in a game at which I was

a looker-on. The leader refrained from opening the diamonds ("because of the tenace"), and elected to play the king of clubs, "to take a look at Dummy's hand." He lost the game in consequence. The hands and the play are set out below. I will call the deal

### HOW NOT TO PLAY A NO-TRUMPER

—                      ♠ Q, 10, 3, 2.  
                          ♣ 9, 5.  
                          ♦ 10, 3, 2.  
                          ♠ J, 10, 7, 6.

♥ K, J, 6.  
 ♣ Q, J, 8, 7, 6.  
 ♦ 8, 7.  
 ♠ 9, 8, 3.



♥ A, 9, 8, 4.  
 ♣ 10, 3, 2.  
 ♦ A, Q, 4.  
 ♠ A, K, 2.

♥ 7, 5.  
 ♣ A, K, 4.  
 ♦ K, J, 9, 6, 5.  
 ♠ Q, 5, 4.

SCORE : love all.

THE DECLARATIONS.—Z. calls One No-trump. A., Two Diamonds (if he passes, the others pass, and the play is unaffected). Y., No. B., No. Z., Two No-trumps. All pass.



## THE PLAY

(The card underlined wins the trick The card immediately beneath is led to the next trick.)

Trick	A	Y	B	Z
1	<u>♣ K</u>	♣ 6	♣ 5	♣ 2
2	♥ 7	♥ 6	♥ 10	<u>♥ A</u>
3	♣ 4	♣ 7	♣ 9	<u>♣ 10</u>
4	<u>♣ A</u>	♣ 8	♦ 2	♣ 3
5	♠ Q	♠ 3	♠ 6	<u>♠ A</u>
6	♥ 5	<u>♥ K</u>	♥ 2	♥ 4
7	♠ 4	<u>♣ Q</u>	♥ 3	♠ 2
8	♦ 5	<u>♣ J</u>	♦ 3	♦ 4
9	♠ 5	♥ J	<u>♥ Q</u>	♥ 8
10	♦ 6	♦ 7	♦ 10	<u>♦ A</u>
11	♦ 9	♦ 8	♠ 7	<u>♥ 9</u>
12	♦ J	♠ 8	♠ 10	<u>♠ K</u>
13	<u>♦ K</u>	♠ 9	♠ J	♦ Q

## COMMENTS

*Trick 1*—A's lead is very poor. It is certain that Z stops the diamonds but even if he holds both ace

and queen, A has a good chance of bringing the suit in, provided he opens it straight off and retains his two re entries in clubs

*Trick 2* —A tries "leading through strength" in Dummy, in the vain hope that B will win and return a diamond

*Trick 5* —B having discarded a diamond, A now has recourse to spades This chopping about from suit to suit is a fatal fault of weak players

*Trick 10* —B, being familiar with A's methods, recognizes that he has been waiting to be led to in the suit which he declared, but has declined to open

*Trick 13* —We may perhaps hope that A is reconciled to his loss of the game by the reflection that he has prevented Z from making the queen of diamonds

This style of play may be thought too bad to be taken seriously, yet many a No trumper has been similarly massacred through the leader allowing himself to be frightened off his best suit by the declarer's bidding

After personal experience of all the meteoric schools of short suiters that have at various times shot across the Whist and Bridge firmament, from E. C. Howell (in 1896) onward I remain firmly convinced that the long-suit system is the true basis of all sound and successful play at No-trumps As I have sometimes found myself obliged to differ on certain points, from that excellent judge, Mr Edmund Robertson, I am pleased to be able to quote him here in support

of my own views. In his *Royal Auction Bridge* (p. 157) he writes :—

"When the bidding has not suggested a lead [the italics are my own] the opening lead against a No-trump declaration should be made from the leader's longest suit with the object (i) of informing the partner where the leader's main strength lies ; because (ii) the struggle on each side is to establish one or more long suits, and the lead will help to establish the suit early ; and because (iii) it is the lead least likely to help the declarer, and it has a chance of hitting his weak spot and so saving the game before he can get into the lead "

The principles here involved are so important that I am tempted to give another example :—

	♥ J, 8, 4	
	♠ J, 10, 4, 2.	
	♦ J, 7	
	♣ K, 10, 9, 4	
♥ 10, 5, 2.		♥ K, 9, 3
♠ 9, 5		♠ A, Q, 3
♦ K, 8, 5, 2.		♦ A, 9, 6, 3.
♠ A, Q, 8, 6		♣ 7, 5, 2.
	<div style="border: 1px solid black; padding: 10px; display: inline-block;"> <div style="display: flex; justify-content: space-between; align-items: center;"> <span style="writing-mode: vertical-rl; transform: rotate(180deg);">Y</span> <div style="text-align: center;"> <p>B</p> <p>(Dummy)</p> <p>A</p> </div> <span style="writing-mode: vertical-rl; transform: rotate(180deg);">Z</span> </div> </div>	
	♥ A, Q, 7, 6.	
	♠ K, 8, 7, 6	
	♦ Q, 10, 4.	
	♣ J, 3	

SCORE : love all    Z. deals and declares One No-trump, and all pass.

Now here, it may be (and has been) argued, if you open with a heart, you probably give up a tenace over the declarer (not at all a certainty, by the way), which counterbalances what you stand to gain by bringing in a long heart. Therefore you should keep all your guarded suits intact, and lead the J of spades, which will doubtless be understood by your partner to be a "strengtheners." Since no one has made a bid in spades, it may be inferred that no one holds more than four of the suit, and if so, no great harm can be done by opening it. "The worst that can happen," says our adviser, "is that a possible trick making card, in your partner's hand may be sacrificed, but this is the case every time you put him under the declarer in an untouched suit as you are bound constantly to do and, generally speaking, when No-trumps has been declared and the original leader has a well protected hand with no pronounced strength in any particular suit, he should [it is said] if he has received no indication from his partner, lead a weak suit in preference to opening from a single honour or tenace."

The whole course of the argument is illogical. The object of a "strengtheners" is to hit on a suit in which your partner is stronger than the enemy. Here it is admitted that he is most probably not strong. To sacrifice a trick in your partner's hand is considered quite natural and unavoidable, but to sacrifice a possible trick winner from your own hand is held to be a most regrettable incident. And actually *because* you have received no indication of

strength from your partner you are deemed to be justified in breaking down such moderate defences as he may possess!

Let us see how it turns out in actual play

*(The card underlined wins the trick The card immediately beneath is led to the next trick)*

Trick	A	Y	B	Z
1	<u>♠ J</u>	♠ 6	♠ 4	♠ 2
2	♠ 3	<u>♠ A</u>	♠ 9	♠ 5
3	♠ 4	♦ 2	♦ 7	<u>♦ A</u>
4	♦ 10	<u>♦ K</u>	♦ J	♦ 3
5	<u>♦ Q</u>	♦ 5	♣ 2	♦ 9
6	♥ 6	♥ 2	♥ J	<u>♥ K</u>
7	♣ 6	<u>♦ 8</u>	♥ 4	♦ 6
8	<u>♥ Q</u>	♥ 5	♥ 8	♥ 9
9	<u>♥ A</u>	♥ 10	♣ 4	♥ 3
10	<u>♥ 7</u>	♣ 5	♣ 10	♣ 7
11	♣ 7	♣ 9	♣ 10	<u>♣ Q</u>
12	♣ 8	♣ 8	♣ J	<u>♣ A</u>
13	<u>♣ K</u>	♣ Q	♣ K	♣ 3

Y Z win the odd trick and their contract.

Trick	A	Y	B	Z
1	♥ 6	♥ 2	♥ J	<u>♥ K</u>
2	♦ 4	<u>♦ K</u>	♦ 7	♦ 3
3	♦ 10	♦ 2	♦ J	<u>♦ A</u>
4	<u>♦ Q</u>	♦ 5	♥ 4	♦ 6
5	<u>♥ A</u>	♥ 5	♥ 8	♥ 3
6	<u>♥ Q</u>	♥ 10	♣ 2	♥ 9
7	<u>♥ 7</u>	♦ 8	♣ 4	♣ 2
8	<u>♠ J</u>	♠ 6	♠ 9	♠ 5
9	♠ 3	<u>♠ A</u>	♠ 10	♠ 7
10	<u>♠ K</u>	♠ 9	♠ 10	♠ Q
11	♠ 6	♠ 5	♠ J	<u>♠ A</u>
12	♠ 7	♠ 8	♠ 4	<u>♦ 9</u>
13	<u>♠ 8</u>	♠ Q	♠ K	♠ 3

YZ lose the odd trick and AB defeat the contract

There is nothing "tricky" or exceptional in this deal. The principle it illustrates is simply that it is both *easier* and *more advantageous* to avoid opening your short suits than your long ones. When there are no solid sequences, it is impossible in either case

to avoid giving a trick or two to the opponent, but then he will generally have to give them back again in another suit. The object to be aimed at is to *give the tricks in long suits and receive them back in short ones*. The practice of the "short-suit school" is just the reverse. And this really sums up and disposes of the whole controversy.

I am not, however, hide-bound by prejudice; and I concede that there are certain kinds of hands where to open the long suit is so obviously futile that the leader's object should be to avoid deceiving his partner by holding out promises that can never be realized. In such cases, the only hope is to hit on a workable suit in the hand of the latter, and thus a supporting card may sometimes be permissible.

From the following hand

♥ K, 5, 4. ♣ J, 10, 3. ♦ 8, 7, 6, 3. ♠ 6, 5, 4;

the best "blind" lead is probably the knave of clubs. If partner can read the lead as being from weakness (which is not, however, always possible), he will understand that the leader has no "long" suit of which he has any hope. To convey this information at the earliest moment may undoubtedly be of value.

It must be borne in mind that partner can never hold any suit of considerable strength against an initial bid of One No-trumps, or he would have bid Two in it, not necessarily as expecting to make eight tricks, but in order to get you to lead him the suit if the No-trumper be again bid. He will always do

thus, if he believes the opening lead of his suit to be needful in order to save the game

### THE ORIGINAL LEAD WHEN PARTNER HAS DOUBLED A NO-TRUMPER

A call of One No-trumps, like the call of One in a suit, is never likely to be doubled, but a call of Two or more may be, and it is important to have a clear understanding of what is expected of the eldest hand in such a case, the doubler being on the declarer's right

1 If the doubler has called a suit in the bidding that suit should be led to him. If he has called two suits, lead the one that he called first.

2 If the leader has called a suit, and the doubler has not, the leader must open his own suit

3 If neither partner has called a suit, there are two different understandings somewhat analogous to the old "Heart" and "Short suit" conventions at ordinary Bridge

(a) In some circles, it is a convention that the leader shall open with his *highest Club*. The greater probability of clubs being the doubler's suit is taken as the basis of the rule. The idea is that it is seldom good bidding to call a minor suit against No trumps, and of the two minor suits clubs are shut out the more frequently

(b) In circles where this convention (known as the Club Convention) is not adopted the leader should open, as usual from his own best suit.



THE SUIT ORIGINALLY LED : WHICH  
CARD TO CHOOSE

## I.—WHEN THERE ARE TRUMPS

More than a hundred and forty years after Whist was first systematized by Hoyle, a new system of number-showing leads (since known as "American Leads") was proposed and elaborated by "Cavendish" and Mr. N. B. Trist, of New Orleans. In England it was never universally adopted by the best players and was not incorporated into Cavendish's treatise until the last decade of the nineteenth century, just a few years before the game began to be abandoned in favour of Bridge. In America, where Whist was more laboriously handled than in this country was thought consistent with the genius of the game, the system found more general acceptance, but even there the pendulum soon swung backwards and a reversion set in among all the shrewdest and most flexible players towards the simplicity and directness of older methods. Both in England and America it was conceded that this artificial "informatory" system could only be considered advantageous so long as the side practising it could legitimately hope for a preponderance of strength, and that whenever the course of play showed trump strength to be adverse, it was suicidal to give facilities for counting the hands of the leader and his partner.

To Auction Bridge where, on a suit declaration, considerable trump strength is ordinarily marked

against the leader before a card has been played and where, in addition, the declaration and the disclosure of Dummy's cards make it impossible to limit the amount of injurious information that may be imparted, the American number-showing system is inapplicable

Prior to the introduction of the American system Whist players had become familiar with two other conventional leads which, though primarily intended to prevent blocking of the leader's suit, did incidentally declare number. From K, Q, J, *five* or more in suit, it was customary to lead not the king, but the knave, so that if third hand held the ace and only one small card he might play his ace on the first round which he would not be likely to do on a king lead. At Auction Bridge the precaution is useless. The bringing in of an established suit by the declarer's adversaries does not come within the range of practical politics. The occasional small advantage of getting three rounds of the suit before another has been opened is not sufficient to justify the adoption of a special convention, especially when it is remembered that in many cases third hand will have an advantageous lead up to Dummy at the third trick.

The second conventional lead referred to is that from A, Q, J, etc. Ace then queen, used to be led from four in suit, ace, then knave, from five or more, so that in the latter case partner might be instructed to play king on the second round if then accompanied by one small card only. To the conditions of Auction Bridge this convention is also inappropriate.

If the leader and third hand have eight of the suit between them it will be trumped by the declarer on third round. It may happen on very rare occasions that the trumps of the declarer can be partly forced and partly drawn, but it is a needless complication to legislate for an exceptional case which can be dealt with by common sense when it arises.

At Bridge, therefore, let the "number-showing" cards be taboo. Such information as they convey will help the declarer more than any one else.

Another well-established English Whist rule (not allowed, however, on the Continent) was to lead the lowest of a middle sequence from K, J, 10, 6 the 10 was led; so also in the latter days of "fourth-bests" the 8 was led from J, 10, 9, 8, x. At Auction Bridge, where the cards of second hand are exposed, it is better to open such sequences from the top. Not only is it thus made plain to third hand exactly to what extent Dummy's cards are hemmed in, but it is made more difficult for the dealer to decide when to cover the card led, as he is unable to tell how the higher cards are distributed between the hands of the opponents. In the practice of some players the putting of new wine into old bottles has led to a curious inconsistency. In Whist a small card used to be led from A, J, 10, 2. It soon became apparent that in all forms of Bridge it was better to make sure of forcing out K or Q on first round by leading one of the sequence cards, and the card chosen was naturally the J. But the ancient Whist tradition so clung that they were unable to adopt the analogous lead from

K J, 10, 2, wherefore we still come across players who are leading the 10

It was contended in the earlier days of Bridge that the distinction is useful on the ground that a J led won by the Q thus conveys to partner information of a certain re-entry card, the ace. There are rejoinders to be made to this. First, that the information is not definite, as the J might be the top of the suit. Secondly, that such information as is given will help the declarer more than third hand. Instead of introducing empirical distinctions of this kind our object should be to reduce the leads as much as possible to general laws.

In the early days of Whist Q was led from four or more to Q J 9 and 10 from four or more to 10 9 8. During the Cavendish Clay period these leads were abandoned in favour of a small card but the altered conditions of Bridge and Auction Bridge have rightly brought about their revival. In the former case if the queen is won adversely and you regain the lead, it is generally better to wait for partner to lead the second round unless by leading J you can extract the 10 single from Dummy.

If you open from a suit of five or more headed by the ace (without the king) the ace must always be led. A similar suit of four, if opened at all should be opened in the same way. But the ace may often be more useful as a card of re-entry later in the hand. To lead out aces early often loses tricks by establishing high cards for the declarer. Avoid opening originally from such a suit as much as possible.

If you open originally from a suit of three or two cards (not comprising A, K, or Q) lead from the top downwards. It has been previously remarked that to open from J, x, x or from Q, x is particularly to be deprecated (*see* pp. 111-3). No good player ever opens originally from K, x, x or Q, x, x. From A, x, x some players lead the A, others the lowest. Opening from A, K *only*, follow the general rule for short suits by leading the ace first. When the K follows your partner will be certain that you can ruff the next round.

SUMMARY of the card to be led originally

#### WHEN THERE ARE TRUMPS

ACE from five or more, not including the king, and from A, K only. Leads from tenaces are inadvisable, but may be forced upon you. Avoid especially suits headed by A, Q, J, A, J; or A, 10.

KING from all combinations which include A or Q or both, irrespective of number in suit (except to show two only, as specified above).

QUEEN from Q, J, 10, etc., or Q, J, 9, etc., also as the top of a short suit (*e.g.* Q, J, 4).

KNAVE from J, 10, 9, etc., as the top of an intermediate sequence (A, J, 10, K, J, 10, ) or as the top of a short suit (*e.g.* J, 10, 6; J, 10).

TEN from a head sequence of 10, 9, 8, any number in suit. Also as the top of a short suit (*e.g.* 10, 9, 2; 10, 5, 4; 10, 7).

The NINE, as the lowest of a four suit, can *only* be led from A, Q, 10, 9; and as this is a bad combination to open from, it follows that the original lead of a 9 *on a trump declaration*, is almost invariably the top of a short suit. From A, J, 10, 9 (if you are *driven* to start from such a suit), either A or J would be led; and from the eight other possible combinations in which a 9 is the lowest of four cards, the card to be led falls under one of the preceding heads, as will be plainly seen from the following list, in which the card to lead is marked in each case with a dot

A, Q, J, 9. A, K, Q, 9. A, K, J, 9. A, K, 10, 9;  
K, Q, J, 9. K, Q, 10, 9. Q, J, 10, 9. K, J, 10, 9

In other cases, when leading from four or more, lead the *lowest*. It is undesirable to practise the lead of a fourth best, or of a lowest but-one, as such cards simulate leads from short suits, and are distinctly misleading to your partner

### LEADING TO PARTNER'S DECLARED SUIT

In every case, lead the *highest card*, irrespective of combination or of number. Your partner does not want to know how many of the suit you hold, he is only anxious to see, at the earliest moment, the best card you have got in it. This rule of course, presupposes that your partner is a sound suit-declarer, according to the principles that have been formulated in the present work.

## THE SUIT ORIGINALLY LED WHICH CARD TO CHOOSE

### II—WHEN THERE ARE NO TRUMPS

The differences in choice of card in this case result from the fact that high cards cannot be trumped. There is always a bare possibility that, with overwhelming strength against you in other suits, high cards may eventually be wasted if not led out at once, but to start by mapping out your plan of campaign with the panic-stricken idea of saving a slam is only meeting disaster half way. Your aim being to establish a suit, it is better to keep back high cards on the first round, unless you hold certain three-card sequence combinations such as A, K, Q, A, Q, J, K, Q, J, A, J, 10, K, J, 10, K, Q, 10, Q, J, 10; Q, J, 9, J, 10, 9, 10, 9, 8, when the card led is just the same as if there were trumps.

With A, K and other cards not higher than the 10, K should not be led unless from seven or more in suit, when there is a fair chance of being able to drop all the adverse cards in two rounds. The same rule applies to K, Q and other cards not higher than the 9. The treatment of A, K, J, etc., depends partly on the rest of the hand. With only four cards it is advisable to hold the lead until you can see Dummy's cards, when you may decide not to part with the tenace, but to try another suit. To save the game on a four-card suit the best chance is to husband its resources as carefully as possible. With five or six cards the

chances of establishment by lead of king are good enough *if you have a re entry in another suit*, and you will then continue with ace on second round unless you see good reason to play otherwise which will be but seldom. With seven in suit king and ace are naturally led as when the J is not present. With five or six in suit *and no re entry*, do not start with the head sequence, if you have five it is *a priori* five to one that your partner has two cards, but only six to five that he has three. When he has only two you must not begin by taking one from him under a winning card of your own.

Holding A, Q, J, etc., some players lead ace if they have re-entry, but here a uniform rule is preferable. Follow the general rule for an intermediate sequence by leading the queen unless you have seven in suit with re-entry, when you may start with the ace. With eight in suit and re entry you may lead ace when the other cards are small, otherwise it is imperative to retain the ace in the hope that partner may be able to put you in.

From K, Q to king should be led, any number in suit, you thus prevent the knave making single or singly guarded and you retain tenace if knave and two small—or A, J and one small—should be on your right. If the dealer has both ace and knave he will frequently hold up the ace on the first round. It is so difficult and so important to defend yourself against this device (known as the "Bath Coup" probably from the name of the town where it first came into notice at Whist) that third hand holding the ace



should play it on the king; and holding the knave should generally play it underneath. This being the understanding: if neither card falls on the first round, the leader discontinues the suit and waits for partner to lead it the second time. The following is one of many instances that have come under my notice where this precaution would have materially changed the current of affairs:—

# THE BATH COUP. NEGLECTING TO CHANGE SUIT

♥ A, Q, 9, 8.

♣ 9, 5, 4.

♦ J, 5, 3.

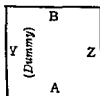
♠ K, Q, 8.

♥ K, 10.

♣ 3, 2.

♦ K, Q, 10, 9, 8.

♠ 7, 5, 3, 2.



♥ 7, 4, 3, 2.

♣ A, J, 7, 6.

♦ A.

♠ A, J, 10, 6.

♥ J, 6, 5

♣ K, Q, 10, 8.

♦ 7, 6, 4, 2.

♠ 9, 4.

SCORE: love all. Z. calls One No-trump. All pass.

## THE PLAY

Trick	A	Y	B	Z
1	<u>♣ K</u>	♣ 2	♣ 4	♣ 6
2	♣ 8	♣ 3	♣ 5	<u>♣ J</u>
3	♦ 2	♦ 8	♦ 3	<u>♦ A</u>
4	♠ 4	♠ 2	♠ 8	<u>♠ A</u>
5	♠ 9	♠ 3	<u>♠ Q</u>	♠ J
6	♣ 10	♦ 9	♠ 9	<u>♣ A</u>
7	♦ 4	♠ 5	<u>♠ K</u>	♠ 10
8	♦ 6	<u>♦ Q</u>	♦ J	♥ 2

*Tricks 9-13*—Y makes his two diamonds and the spade B makes ace and queen of hearts

RESULT YZ win two by cards

## COMMENTS

*Trick 2*—A's continuance of the club suit is singularly unfortunate. Had he been able to infer (from B's not playing ace or knave) that both were in the declarer's hand he would here have led ♥ J. AB. would certainly have defeated the contract, and unless YZ play carefully, are likely to win eight tricks—four hearts two clubs and two spades (or four hearts three clubs and one spade) as may be seen by playing out the hand that way.

*Trick 6*—B has nothing better. He dare not open hearts and let Y in to make the diamonds.

*Trick 7* — Z plays to leave Dummy with the winning spade on the fourth round

---

SUMMARY of the card to be led originally :

WHEN THERE ARE NO TRUMPS

ACE from A, Q seven in suit, or from A and small cards eight in suit, but *only* if holding a re-entry

KING from A, K, Q, etc , from A K, J etc , four in suit , from A, K J, etc five or six in suit, only if holding a re-entry , from A K, etc , or K Q etc , seven or more in suit , from K Q J, etc , from K, Q 10, etc

QUEEN from A, Q, J, etc (unless seven or more in suit with re-entry) , from Q J 10 or Q J 9

KNAVE as when there are trumps also from A, K, J, 10 five or six in suit without re-entry

TEN as when there are trumps

THE LEAD OF THE FOURTH BEST

In No trumps when leading from all combinations other than are specified above, it has become the universal practice to lead the fourth from the top commonly spoken of as the "fourth best" card I have already expressed the opinion that it is disadvantageous to give precise information as to number in leading from high-card combinations, and it is rather an open question whether it is not likewise undesirable to do a similar thing in leading a low card

define the nature of the strength which heads your suit. When your long suit is not strong enough to open high it becomes of increased value to your partner to be put into possession of the exact length thereof.

### EXAMPLES OF THE LEAD OF THE FOURTH BEST

*(The card to be led is dotted)*

K 10 8 7, 3

A, J 9 8, 6, 2.

K, Q 6, 5, 4.

The fourth best lead often gives equally useful information concerning what the leader cannot hold as concerning what he does hold. The lead of a deuce proclaims four cards exactly and no high card combination stronger than A, K 10. The lead of a 4 conveys the same message if the 3 and 2 are seen in Dummy or elsewhere, and so on.

The disadvantage that may result from the information, equally precise, which the same rule supplies to the declarer is strikingly shown in ILLUSTRATIVE HAND No XXXIV where the lead of the 2 of spades enables the declarer to count every card in the hands of both his opponents at the *second trick* of the deal. He is thus in a position to plan with complete confidence for a Grand Slam. The whole of this chain of reasoning rests on the fourth best convention.

We can thus see how, when this convention is adopted, the lead of even a very small card may give far reaching information. When a medium card is

led it is often possible to count all the higher ones with facility For instance.—

Your partner leads the 7 of diamonds; Dummy lays down 10, 6, 5, 3; you hold J, 8, 4 There are only four unseen cards higher than the 7 (*viz.* A, K, Q, 9), and three of them exactly must be in the leader's hand Hence the declarer holds one of the high honours (for if your partner had had all three he would have led the king), and no other card higher than the 7. If Dummy does not play the 10 you play the 4, being sure that A or K or Q will be forced and the suit established Had you carelessly put the J on the 7 Dummy must have made the 10 and a trick would have been lost If partner has led from K, Q he knows, when his 7 forces the ace, that you hold the J and 8, and if he gets in before you he will "under-play" by leading a small card

A simple arithmetical method known as the "Eleven Rule," is in common use for quickly counting up *how many* high cards are outstanding against the leader without staying to inquire exactly what those high cards may be

### THE ELEVEN RULE

*Deduct from eleven the number of pips on the card led, and the residue will be the number of cards higher than the one led which are not in the leader's own hand*

#### *Example*

Partner leads the 8 of clubs, Dummy puts down Q, 7, 6, you hold K, 10, 5 Eight from eleven leaves three The three cards, higher than the 8, which are

not in the leader's own hand, are all in sight. If Dummy does not put on the queen first round you need play nothing higher than the 8, for you know the declarer cannot beat it.

*Again .*

Partner leads the seven of diamonds ; Dummy plays in the king from K, 9 only ; you hold Q, J, 6 Seven from eleven leaves four, and the four are all in sight You know the suit is established and you must not fail to play the J under the K If partner gets in again and leads out the ace you once more get out of his way by throwing the queen This method of play, by which you make sure of not obstructing any of the leader's diamonds, is termed "unblocking "

*Again .*

Partner leads the 6 of spades , Dummy lays down the J, 7 only , you hold Q 9, 2 Dummy plays in the J , you cover with the Q won by the declarer with the ace Six from eleven leaves five, and you know immediately that the suit is established and that three or more tricks will be won in the suit as soon as either partner regains the lead

That the declarer also may be helped to a sure finesse is, of course, equally evident Say that Y (Dummy) holds K, Q 5 2 , Z has 10, 8 only , A leads the 7 Knowing that A must have A, J, 9, Z lets the trick come up to his own hand Had a smaller card been led Z might easily play in the Q from Dummy and win one trick fewer Yet here again the argument cannot be pressed too far. If Z needs three tricks in the suit he will, even if the 2 or 3 be

led, *assume* that A holds the knave and will let the trick come up on speculation

There are positions where the declarer derives little or no advantage from the information afforded. Say the 7 is led as before, Dummy lays down Q, J, 6, 4; the declarer has A, 8, 3. The latter can win in his own hand with the 8, but by so doing he does not make an extra trick. If the 2 be led and dummy puts up the knave, YZ win three tricks just the same.

Furthermore, although the declarer can tell *how many* cards higher than the card led are held by third hand, it by no means follows that he can see which cards they are. As before, A. leads the 7, Y. (Dummy) has K, 9, 5; Z has the 6 and 4. Y. plays the 9 won by the 10. B then gives the lead in another suit to A, who continues the original suit with knave. Z cannot tell whether A has ace and B queen, or *vice versa*, he is therefore obliged to cover with the king. Should B be found with ace and one small card the result is that the first six tricks of the hand are lost by YZ straight away. Had the dealer known, he could have postponed his king and blocked the suit.

On the whole, I conceive the advantage to be slightly in favour of the lead of fourth best on a No-trump call. At all events the great majority of good players have adopted it, and it is advisable that practice should be uniform. But most people exaggerate the importance and value of the convention. Against opponents of equal calibre they would not derive nearly so much benefit from it as they imagine.

## LEADING TO PARTNER'S DECLARED SUIT

With not more than three of the suit, the *highest* must in all cases be led. Holding four or more, without a head sequence, the practice of the best English players seems to be to lead low, for the reason that it is important that partner should be able to count your holding as accurately as possible. In America the rule of leading from the top is observed independently of number.

There is one situation, however, in which it is *never* right to lead a high unsupported honour from more than two in suit. When the declarer (on your right) has overbid your partner's suit call with No trumps, he has shown at least one 'stopper' in the suit (*see* p. 81). By leading low from ace or king to three or more, you may be able to kill that stopper when the suit is returned by your partner, who may hold king or ace respectively. *It is better for you to block your partner's suit than for the declarer to do so.*

## THE ORDINARY CONVENTIONS

*(only applicable to the opponents of the declarer)*

1. In following suit when you play one of two or more cards in sequence play the *lowest* of the sequence. As regards the winning of that particular trick, it does not matter which card you play. As regards information to partner, it matters a great deal. That he may be able to draw correct inferences it is absolutely necessary that you follow a strict rule.

*Example*—If your partner leads the 3 through



Dummy, Dummy plays the 6, and you hold Q, J, 5, you play the J, *not* the Q

Similarly, if your partner leads the 3, Dummy plays the K, and you hold the 7, 6, 5; you play the 5, *not* the 6 or the 7.

Similarly, with cards not in sequence, when discarding, or when following suit but making no effort to win the trick, you play the smallest card. If your partner leads J, Dummy plays the Q, and you hold 6, 4, 2, you play the 2, *not* the 4 or the 6

2 There are certain cases when you depart from the preceding rule, with the special object of enabling your partner to count the number of cards that you hold in the suit. In such cases, you are said to "signal" or to "call". Instead of your lowest card, you then play an unnecessarily high one. When you play or discard a lower one to a later trick, your "signal" or "call" is completed.

The exact meaning of a "signal" varies according to circumstances, as is explained below

3 *When there are trumps —*

To signal in a plain suit (*i.e.*, in a suit other than the trump suit) is to indicate two only of the suit, and a desire to ruff the third round

*Example* — If spades are trumps, and your partner opens with the king of hearts, and follows with the ace of hearts, and you hold the 7 and 3 only, you play the 7 on the first round. When the 3 falls on the second round, your partner knows that you have no more hearts and can trump the third round

When the higher of your two cards is an honour,

it is better to play the *lower* on the first round, when making no effort to win the trick. The honour may be of use later on, and if it has to be played under a higher honour, it will still convey its own natural information that it is the lowest card which you then hold. Some players, however, signal when the higher of their two cards is the 10.

4. *When there are no trumps:—*

To signal in your partner's suit shows the holding of four or more. If you have four only, it may be necessary to "unblock" the suit by signalling with the two middle cards.

*Example*—Your partner opens, against a No-trumper, with the king of clubs. Dummy holds the 8 and 6. You hold the 10, 9, 7, 5. You should play the 9 on the first round and the 7 on the second. On the third round (unless there is special reason to the contrary) you will play the 10, and the 5 which you have retained will not obstruct or "block" the continuous run of the suit.

If ever you have to discard twice from a strong suit, at No-trumps, you may intimate strength in the suit by throwing unnecessarily high on the first occasion.

5. *Whether there are trumps or not*, in discarding from a suit in which you have complete command, you can indicate the fact by *discarding the best*.

6. Generally speaking, there is no hard and fast rule for your first discard. You should discard what is least likely to be of use. Your partner will in most cases credit you with weakness in the suit from which

you first discard, unless the declarations or the course of play give indications to the contrary.

### GENERAL PLAY OF THE HAND

This will be best taught by typical examples of actual play, exhibited under the same conditions as actually obtain at the Bridge-table. A collection has therefore been prepared of FORTY-FIVE ILLUSTRATIVE HANDS (some of which have already been referred to in the body of the present work), issued by the same publishers.

By those who wish to pursue the subject this supplementary volume will be found an indispensable guide.

/

# APPENDIX I

## CASES DECIDED IN 1917 BY THE FIELD NEWSPAPER

### CASE No I

♥ A, 10, x, x.

♠ x, x

♦ A, x, x, x

♣ x, x, x

♥ K, x, x, x

♠ A, Q, x

♦ J, x

♣ A, J, 10, 9



♥ None

♠ K, J, x, x, x, x, x

♦ K, Q, x, x

♣ x, x

♥ Q, J, 9, 8, 4.

♠ x.

♦ x, x, x

♣ K, Q, x, x.

SCORE —Game all, love all. x signifies an indifferent small card

CASE —The bidding was as follows: Z, One Heart.

A One No trump Y, No B, No Z, Two Spades A, Two No-trumps Y, Three Hearts All pass

Was B right in passing twice?

*DECISION*—*Assuming that Z, A, Y, are sound callers* B should undoubtedly have taken A out of the One No trump by calling Two Clubs on the first round. But Z's bidding is absurd on both rounds. He has no justification for his original call of One Heart, while his bid of Two Spades is if possible still worse. The correct bids should have been as follows. Z passes A, One No trump Y, No B Two Clubs. Z has now the strong combination declared against him of a No-trump hand, probably aided by a very long suit of clubs, he may therefore make an effort to save the rubber at some expected sacrifice by calling Two Hearts. A should certainly overcall this with either Two No-trumps or Three Clubs and it may perhaps be doubted which is his better policy. We prefer Three Clubs. No one can rightfully overcall this, and it should therefore stand.

### CASE No II

*CASE*—Score Love all. Z passes A, One Diamond. What should Y do, holding ♡ Q J 9 x x x, ♠ A, K, 10 x x x, ♦ x?

*DECISION*—Y should undoubtedly declare either Three or Four Hearts. Those who advocate calling pre-emptively up to the extreme limit would call Four. they argue that as Four will be bid against

Three Spades by B, the same call should be made at once. We are inclined to prefer the safer call of Three, being prepared to lose two hearts a club, and a diamond. At the same time, the odds are in favour of partner's holding either ace or king of hearts, or queen of clubs, and we certainly could not say that Four would be wrong.

## CASE No III

♥ J, 8, 2

♣ 8

♦ 10 3

♠ K Q J 10 8 7 6.



♥ A, K Q

♣ A, K 7 6 2.

♦ A, K, J, 9

♠ A

CASE—Score Love all Z, One No trump A, No Y, Two Spades B, No Z, Two No-trumps A, No Y, Three Spades B, No Z Three No-trumps A, No Y, Four Spades B, No Z, Four No-trumps All pass Was Y correct in taking away the No trump call from Z?

DECISION—It would seem that the query whether

## CASE No IV ~

CASE —Score not stated. Z declares One Spade  
 A, One No-trump Y, No B, No Z. Two  
 Hearts A, Two No-trumps All pass

The hand of Y (the leader) is as follows: ♠ 9 8,  
 6, 5. ♣ 8, 7, 5 4, ♦ A, 10, 8, 7, ♠ 9  
 What should he lead?

DECISION —It might at first sight be thought  
 that as Z's first (free) call was Spades, while his call  
 of Hearts was a secondary one, the lead should be a  
 Spade We are not of that opinion

We should assume that Z has the two major suits  
 in approximately equal strength, and has followed the  
 usual rule of declaring first the one of higher value  
 [See p 59, *supra*] If that is so, then Y's lead should  
 clearly be a heart, and for two reasons In the first  
 place, because YZ will probably have three more  
 hearts than spades between them and, in the second  
 place because Y's re-entry (probably a double re-  
 entry) in diamonds would be wasted as regards the  
 spades, but may be most valuable for the hearts,  
 of which Y will still have cards in hand to lead.

The danger threatening is, of course, from the  
 clubs which may be solid, but that threat is there  
 in any case We should infer that A certainly stops  
 the hearts once, but is short in them

## APPENDIX II

### CASES RECENTLY DECIDED BY THE PORTLAND CLUB

#### CASE No V

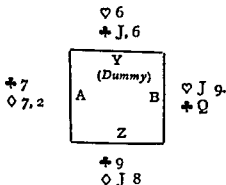
**CASE**—Early in a hand one of the declarer's opponents revokes, and the revoke is observed and commented upon by the declarer. At the end of the hand, the declarer, having apparently forgotten the revoke, proceeds to enter up the score without reference to any penalty for the revoke. His partner thereupon reminds him of the revoke and suggests claiming a penalty. Can the penalty now be enforced?

**DECISION**—Yes. the declarer has claimed the revoke and therefore his partner is quite entitled to score it.



## CASE No VI

CASE —Z is the declarer, and it is A's lead, the last three tricks left in each hand are as follows —



Before A has led B throws his cards face upwards on the table and claims the last three tricks. What is the declarer's remedy? Technically Rule 77 applies but the calling of B's cards is futile. Since A sees B's cards he will lead a club. If he had not seen them he might have led a diamond.

DECISION —The only penalty which can be exacted is under Law 77 it is quite true in this particular case that the penalty amounts to nothing but situations must occasionally arise which there is no adequate Law to meet.

## CASE No VII

CASE —The declarer whose attention has been temporarily diverted and who has turned and quitted the last trick he won has forgotten whether

it was won in his own hand or in Dummy. (i) If he asks Dummy: "In which hand is the lead?" is Dummy entitled to reply? (ii) If the declarer asks the adversaries the same question, must they reply (to the best of their knowledge and belief)? (iii) If the declarer asks them and they decline to reply, what should be done?

DECISION.—(i) Yes: Dummy is entitled to reply. (ii) There is no rule on the subject, but the committee consider that ordinary courtesy demands it. (iii) The committee feel that, in the best interests of the game, as played among gentlemen, such a situation could not arise.

# ROYAL AUCTION BRIDGE

(2) THE ART AND PRACTICE

# CONTENTS

## I. WHEN THERE ARE TRUMPS

### (A) EXAMPLES OF PLAY BY THE DECLARER

	PAGE
HAND NO I—How to play an unsupported queen or knave to the best advantage . . . .	1
HAND NO II—Finessing freely, when game is safe, to win extra tricks . . . . .	6
HAND NO III—Placing the lead . . . . .	11
HAND NO IV—Discarding to make trumps separately Placing the lead . . . .	15
HAND NO V—Discarding a loser before leading trumps; trumping high so as not to give an opponent the chance of making a small trump	20
HAND NO VI—Refusing to ruff in the hand that is weak in trumps . . . . .	25
HAND NO VII—Inducing the opponents to lead trumps by apparently threatening a ruff in Dummy . . . . .	29
HAND NO VIII—Underplay to establish a suit by ruff Trumping high to shut out an opponent	34
HAND NO IX—Lead of a losing trump . . . .	39

HAND NO X.— <i>Trumping unnecessarily high retaining a small trump with which to compel an opponent to take the lead</i>	44
HAND NO XI.— <i>Throwing a high trump to place the lead Unblocking a tenace for Dummy so that his suit may clear</i>	49
HAND NO XII.— <i>Sinking a trick in trumps to make certain of contract and game</i>	53
HAND NO XIII.— <i>Lead of a thirteenth trump to compel a discard</i>	58
HAND NO XIV.— <i>Deluding the adversary by false cards</i>	64

## (B) EXAMPLES OF PLAY AGAINST THE DECLARER

HAND NO XV.— <i>Management of trumps Declining a ruff so as to get a discard and make a third best trump only once guarded</i>	68
HAND NO XVI.— <i>Inferences Taking out a re-entry card from Dummy</i>	74
HAND NO XVII.— <i>Underplay to steal a trump from the declarer without giving up a master-card</i>	79

## II WHEN THERE ARE NO TRUMPS

### (A) EXAMPLES OF PLAY BY THE DECLARER

HAND NO XVIII.— <i>Underplay to ensure re-entry known colloquially as ducking</i>	83
HAND NO XIX.— <i>Inferences General principles of establishment</i>	80

	PAGE
HAND NO XX— <i>Conversation between partners Shutting out an established suit by exhausting one opponent and finessing against re entries</i>	91
HAND NO XXI— <i>Not holding up the ace of an adverse suit, but allowing it to be established on the first round</i>	97
HAND NO XXII— <i>A "Greek Gift" to the enemy, so as to make sure of re-entry in the suit itself. The postponement of winning cards</i>	102
HAND NO XXIII— <i>Securing a re entry in Dummy by unblocking a tenace</i>	106
HAND NO XXIV— <i>Throwing a master-card to unblock</i>	110
HAND NO XXV— <i>Throwing master cards to unblock</i>	113
HAND NO XXVI— <i>Discarding an ace to ensure subsequent establishment of the suit</i>	118
HAND NO XXVII— <i>Re-entry Compelling the opponents to put Dummy in to make an estab- lished suit</i>	122
HAND NO XXVIII— <i>Establishing a suit for the opponents in order to make sure of a necessary second re entry in the hand of Dummy</i>	127
HAND NO XXIX— <i>Inducing the opponents to hold up, by concealing re-entry</i>	133
HAND NO XXX— <i>Making an early trick in a short suit Watching the opponents' discards</i>	136
HAND NO XXXI— <i>Refusing to finesse in order not to imperil fulfilment of contract</i>	142
HAND NO. XXXII— <i>A "shut-out" call of No- trumps Refusing to finesse</i>	147

	PAGE
HAND NO. XXXIII.— <i>Inferences Placing the lead</i>	151
HAND NO. XXXIV.— <i>Inferences Forcing discards</i>	157
HAND NO. XXXV.— <i>Throwing a master-card to avoid the lead</i>	162
HAND NO. XXXVI.— <i>Placing the lead with partner, by discarding the twice guarded ace of a suit in which the opponents hold the king</i>	167
(B) EXAMPLES OF PLAY AGAINST THE DECLARER	
HAND NO. XXXVII.— <i>Refusing to allow the declarer an opportunity to get rid of a blocking card</i>	173
HAND NO. XXXVIII.— <i>Interpretation of discards, and placing the lead for partner</i>	178
HAND NO. XXXIX.— <i>Throwing a winning card speculatively in the hope of placing the lead with partner</i>	184
HAND NO. XL.— <i>Underplay Sinking three tricks to place the lead with partner</i>	189
HAND NO. XLI.— <i>Throwing a master-card to allow partner to place the lead with Dummy</i>	195
HAND NO. XLII.— <i>Inferences Arranging to circumvent a protection in the declarer's hand</i>	200
HAND NO. XLIII.— <i>Correct discarding</i>	204
HAND NO. XLIV.— <i>Holding up in order to kill a re-entry in Dummy</i>	209
HAND NO. XLV.— <i>Throwing high cards to avoid the lead so as not to let Dummy in to make an established suit</i>	213

## NOTE

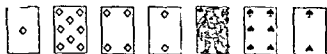
*In all the following Hands, A. and B. are partners against Y. and Z. Z is the dealer. The leader's card in each trick is indicated by an arrow.*



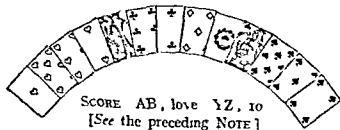
## HAND NO. I

How to play an unsupported queen or knave  
to the best advantage

Z's (DUMMY'S) HAND



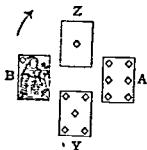
Y's HAND



THE DECLARATION — Z. passes A. No Y, One  
Spade All pass

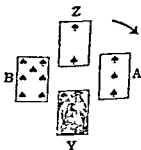
THE PLAY

TRICK 1.



TRICKS { AB, 0.  
YZ, 1

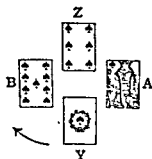
TRICK 2.



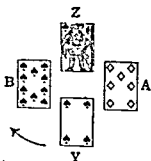
TRICKS { AB, 0  
YZ, 2.

REMARK (Trick 2) —The best chance of making all five tricks in trumps is to find the king single guarded with A. A small card must be led. The only position in trump or plain suit when lead of knave could be of advantage is when 10 9 are in fourth hand and king and two small cards in second hand. This distribution is more improbable than the one actually played for.

TRICK 3.

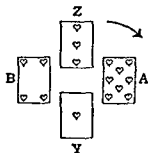

 TRICKS { AB., 0.  
YZ., 3.

TRICK 4.


 TRICKS { AB., 0.  
YZ., 4.

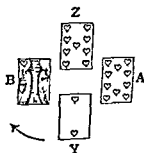
REMARK (Trick 4).—The declarer will now try to make both ace and queen of hearts. It would, similarly, be wrong to lead queen from Dummy with the idea of finessing. The only position in which A., holding the king, would not cover, would be when he had king, 8, 5, 4; B. having knave and 10. Even then, YZ. could not win a third trick in the suit. The declarer's play must be to lead a small heart up to the table, in the hope that the king lies with B. If the hearts are evenly split, he will then make his thirteenth heart, as well as both queen and ace.

## TRICK 5



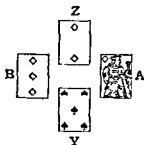
TRICKS { AB, 0  
YZ, 5

## TRICK 6.



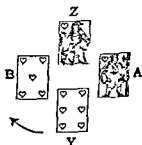
TRICKS { AB, 1.  
YZ, 5.

## TRICK 7



TRICKS { AB, 1  
YZ, 6

## TRICK 8.

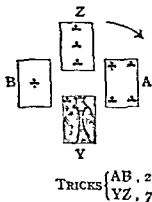


TRICKS { AB, 1.  
YZ, 7.

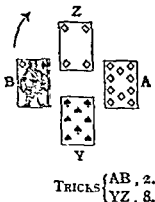
REMARK (Trick 8) —The last trump and the last heart give the declarer nine tricks and game He

may make another trick by leading from the table up to the king of clubs in his own hand, if A. has the ace

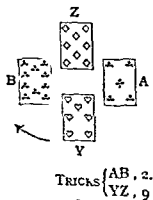
TRICK 9.



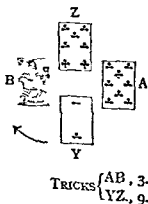
TRICK 10.



TRICK 11.



TRICK 12



TRICK 13.—B. makes the 9 of diamonds.  
YZ. win the game.

## THE HANDS

A.'s HAND: Y.'s HAND: B.'s HAND: Z.'s HAND:  
 ♥ J, 10, 8. ♥ A, 7, 6, 2. ♥ K, 5, 4. ♥ Q, 9, 3.  
 ♣ J, 8, 5, 4. ♣ K, 6, 2. ♣ A, Q, 10. ♣ 9, 7, 3.  
 ♦ K, 10, 7, 6. ♦ 5. ♦ Q, J, 9, 3. ♦ A, 8, 4, 2.  
 ♠ K, 3. ♠ A, Q, 8, 5, 4. ♠ 10, 9, 7. ♠ J, 6, 2.

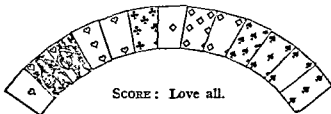
## HAND NO. II

Finessing freely, when game is safe, to win  
extra tricks

Y.'s (DUMMY'S) HAND:



Z.'s HAND:

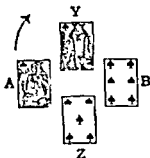


SCORE: Love all.

THE DECLARATION — Z calls One Heart. All pass.

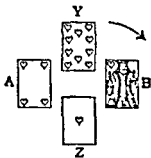
THE PLAY

TRICK 1.



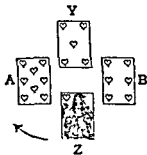
TRICKS { AB, 0.  
YZ, 1.

TRICK 2.



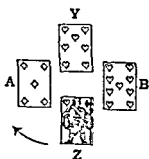
TRICKS { AB, 0.  
YZ, 2.

TRICK 3



TRICKS { AB, 0.  
YZ, 3

TRICK 4.



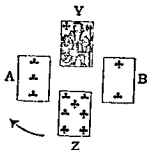
TRICKS { AB, 0.  
YZ, 4

REMARK (Trick 4) — Z. has the game on the table.

## ROYAL AUCTION BRIDGE

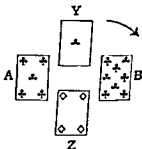
with the last two trumps, ace of diamonds, ace, king of clubs, and ace of spades. He now plans for a Little Slam, to secure which he will finesse in both black suits. As he has only one club in his own hand, he must essay that finesse on the first round.

## TRICK 5



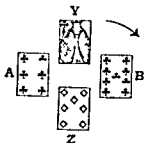
TRICKS { AB 0  
YZ 5

## TRICK 6



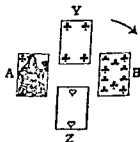
TRICKS { AB 0  
YZ 6

## TRICK 7



TRICKS { AB 0  
YZ 7

## TRICK 8

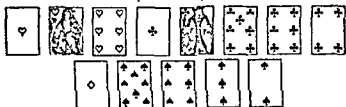


TRICKS { AB 0.  
YZ 8.



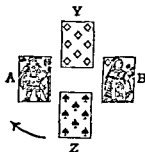
HAND NO. III—Placing the lead

A's (DUMMY'S) HAND



B's HAND

## TRICK 13.



TRICKS  $\begin{cases} AB, & 1. \\ YZ., & 12. \end{cases}$

YZ. win Little Slam.

## THE HANDS

A.'s HAND	Y.'s HAND	B.'s HAND	Z.'s HAND
♥ 8, 4.	♥ 10, 7, 5	♥ K, 9, 6.	♥ A, Q, J, 3, 2.
♣ Q, 6, 5, 3.	♣ A, K, J, 4.	♣ 10, 9, 8, 2.	♣ 7.
♦ K, 9, 5.	♦ 8, 3, 2.	♦ Q, J, 10, 6.	♦ A, 7, 4.
♠ Q, J, 9, 2.	♠ A, K, 10.	♠ 7, 6.	♠ 8, 5, 4, 3.

### HAND NO. III—Placing the lead

## A's (DUMMY'S) HAND



## B's HAND

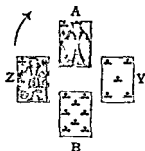


THE DECLARATIONS—Z passes A, One No-trump Y No B Two Spades All pass

NOTE ON THE DECLARATIONS —It is both usual and correct for B to take his partner out of a No-trumper with such a holding as the above. A is also correct in subsequently passing instead of proceeding to bid against his partner in the way so often seen among thoughtless players. It should be obvious to A that the four tricks needed for game in Spades will in all probability be as easily secured as three tricks in No-trumps and with much more safety, more particularly as he holds four spades himself and B has declined to accept the No-trump call.

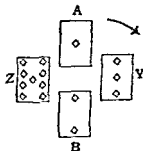
THE PLAY

TRICK 1.



TRICKS { AB, 1  
YZ, 0

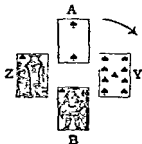
TRICK 2



TRICKS { AB, 2.  
YZ, 0

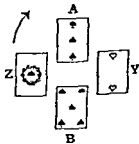
REMARK (TRICK 2) —The ace of diamonds is led out with a view to ruffing later on

TRICK 3



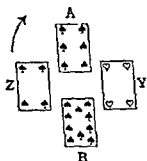
TRICKS { AB, 2  
YZ, 1

TRICK 4

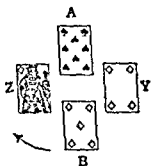


TRICKS { AB, 2.  
YZ, 2.

## TRICK 5

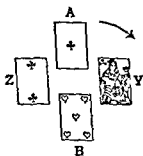

 TRICKS { AB, 3  
YZ, 2.

## TRICK 6.

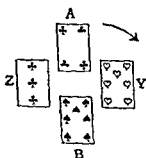

 TRICKS { AB, 4  
YZ, 2

REMARK (Trick 6) —Z has no more diamonds, or he would not have put up the king, seeing that Dummy is void Y. must hold the knave, 8 and 7.

## TRICK 7.

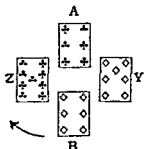

 TRICKS { AB, 5  
YZ, 2.

## TRICK 8


 TRICKS { AB, 6.  
YZ, 2.

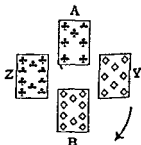
REMARK (Trick 8)—AB want four more tricks  
 B has major tenace in diamonds and the last trump  
 If he finesses the queen of hearts and the finesse  
 succeeds the game is won but if the finesse fails Y  
 will not lead from his guarded diamond but will re-  
 turn the heart and B will eventually have to lead a  
 losing diamond. To win the game against any dis-  
 tribution of the hearts B must lead the 6 of dia-  
 monds putting the lead into Y's hand and compelling  
 him either to lead up to A, in hearts or up to B's  
 queen and 10 of diamonds

## TRICK 9



TRICKS { AB 6  
 YZ 3

## TRICK 10



TRICKS { AB 7  
 YZ 3

TRICKS 11 TO 13—B makes queen of diamonds  
 and his trump Dummy makes the ace of hearts

AB win four by cards and the game

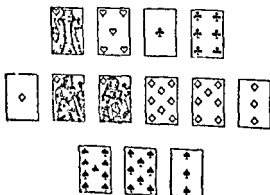
## THE HANDS

A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :  
 ♠ A, Q, 6. ♠ K, 8, 7, 4, 2. ♠ 9, 5. ♠ J, 10, 3.  
 ♣ A, K, 7, 6, 4. ♣ Q, 5. ♣ 8. ♣ J, 10, 9, 3, 2.  
 ♦ A. ♦ J, 8, 7, 4, 3. ♦ Q, 10, 6, 5, 2. ♦ K, 9.  
 ♠ 8, 6, 3, 2. ♠ 9. ♠ Q, J, 10, 7, 5. ♠ A, K, 4.

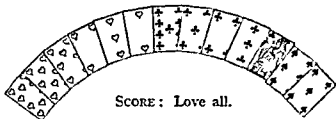
## HAND NO. IV

Discarding to make trumps separately.  
 Placing the lead

Z's (DUMMY'S) HAND :



## Y.'s HAND:



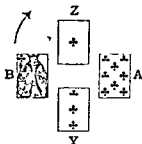
SCORE: Love all.

THE DECLARATIONS—Z. calls One No-trump. A. No. Y., Two Hearts. All pass.

NOTE ON THE DECLARATIONS—It is obligatory for Y. with no diamonds, six hearts, and no face card but the queen of spades, to take his partner out of the No-trump call.

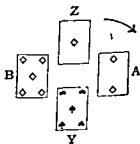
## THE PLAY

## TRICK 1.



TRICKS { AB, 0.  
YZ, 1.

## TRICK 2.

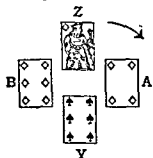


TRICKS { AB, 0.  
YZ, 2.

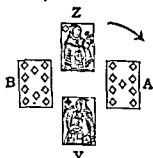


REMARK (Trick 1).—There is only one possible way of securing the contract: by discarding the three spades on Dummy's diamonds, and making trumps separately.

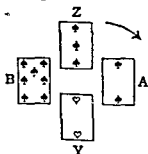
## TRICK 3.


 TRICKS { AB., 0.  
YZ., 3.

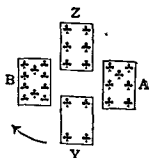
## TRICK 4.


 TRICKS { AB., 0.  
YZ., 4.

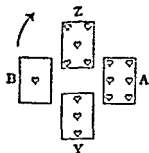
## TRICK 5.


 TRICKS { AB., 0.  
YZ., 5.

## TRICK 6.

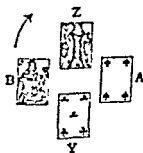

 TRICKS { AB., 1.  
YZ., 5.

## TRICK 7.



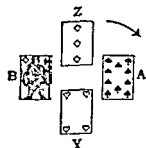
TRICKS { AB, 2.  
YZ, 5

## TRICK 8



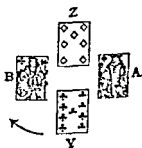
TRICKS { AB, 2.  
YZ, 6.

## TRICK 9 ,



TRICKS { AB, 2  
YZ, 7.

## TRICK 10

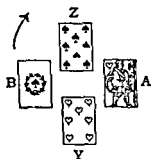


TRICKS { AB, 3  
YZ, 7.

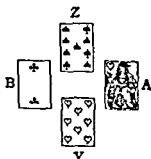
REMARK (Trick 10) —A useful example of "placing the lead." If, at this point, Y. leads a trump, AB.

win the rest of the tricks By forcing the lead into B's hand, Y. makes sure of another trick, even if (as is almost certain from the course of the play) all the three unseen trumps (queen, knave, 9) lie together on Y's right.

## TRICK 11.


 TRICKS { AB, 4  
YZ, 7

## TRICK 12.


 TRICKS { AB, 5.  
YZ, 7.

TRICK 13 is won by Y with the 10 of trumps, and YZ make good the contract

## THE HANDS

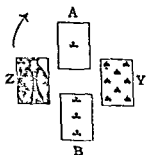
A's HAND:		Y's HAND:		B's HAND:		Z's HAND:	
♥ Q, 9, 6	♥ 10, 8, 7, 4, 3, 2	♥ A	♥ K, 5				
♣ 8, 7	♣ 9, 5, 4, 3	♣ K, Q, J, 10, 2	♣ A, 6				
♦ 9, 4, 2	♦ None	♦ J, 10, 6, 5	♦ A, K, Q, 8, 7, 3				
♠ K, 10, 4, 2	♠ Q, 6, 5	♠ A, J, 7	♠ 9, 8, 3				



**NOTE ON THE DECLARATIONS**—On the first round, A's hand being void of spades, and containing only four certain tricks, is too risky for No trumps. he calls his longest suit Y, *not being the first caller*, can overbid in Hearts without misleading Z as to high cards in the suit, and is right to do so, as he may not get another chance if he passes. On the second round, A knows that his partner has the spades, and bids No trumps, *not to "deny the spades"* (as is the illogical practice in America), but to show his sure stoppers in the opponent's suit of hearts—which may be very important information for B. Y continues bidding defensively, to force up AB and to try and save the game. B bids on his strong trumps and the sure quick tricks that have been shown by A.

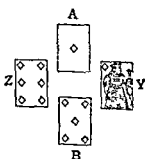
## THE PLAY

## TRICK 1.


 TRICKS {
 

AB,	0
YZ,	1

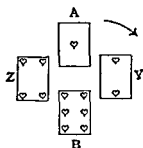
## TRICK 2


 TRICKS {
 

AB,	1.
YZ,	1.

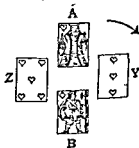
REMARK (Tricks 1 and 2).—To fulfil his contract, B. must only lose two more tricks, one being the queen of clubs. The king and queen of trumps must therefore both fall in the first two rounds, and the queen of diamonds must not be allowed to win. Consequently B must at once lead out Dummy's two hearts, so as to discard his own knave of diamonds on the second round.

## TRICK 3.



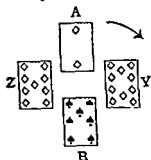
TRICKS { AB, 2.  
YZ, 1.

## TRICK 4.

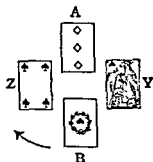


TRICKS { AB, 3.  
YZ, 1.

TRICK 5.

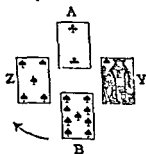

 TRICKS { AB, 4  
YZ, 1.

TRICK 6.

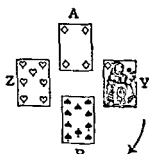

 TRICKS { AB, 5.  
YZ, 1.

REMARK (Trick 5) — B must get the lead into his own hand, so as to clear the trumps. He cannot run the risk of being over-trumped by Z, so he puts up the 7. Y's 10 of diamonds might be a false card, to conceal the presence of the 9

TRICK 7.

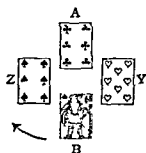

 TRICKS { AB, 5  
YZ, 2.

TRICK 8.


 TRICKS { AB, 6.  
YZ, 2.

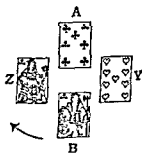
REMARK (Trick 8) —For the same reason as before B must trump high

## TRICK 9



TRICKS { AB 7  
YZ 2

## TRICK 10



TRICKS { AB 7  
YZ 3

TRICKS 11 TO 13 —The last three tricks fall to A 3 10 of clubs and B's two trumps AB win 4 by cards and the game

## THE HANDS

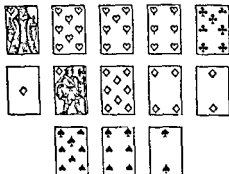
A's HAND	Y's HAND	B's HAND	Z's HAND
♠ None	♠ K Q 8.	♠ A J 10 9 7 5 2	♠ 6 5 4
♥ A K	♥ Q J 10 9 8 3 2	♥ 6	♥ 7 5 4
♣ A 10 7 6 2	♣ None	♣ J 5 3	♣ K Q 9 8 4
♦ A 8 7 4	♦ K Q 10	♦ J 5	♦ 9 6



## HAND NO. VI

Refusing to ruff in the hand that is weak in trumps

Y's (DUMMY'S) HAND



Z's HAND

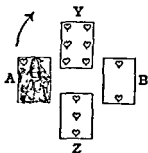


SCORE Love all

THE DECLARATION — Z calls One Club A, No Y, One Diamond B, One Heart Z, One Spade A, Two Hearts Y, Two Spades B, Three Hearts Z., Three Spades All pass

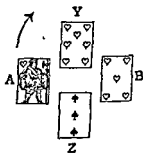
## THE PLAY

TRICK 1.



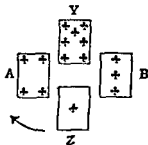
TRICKS { AB, 1.  
YZ, 0.

TRICK 2.



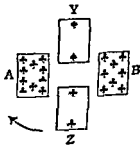
TRICKS { AB., 1.  
YZ, 1.

TRICK 3.



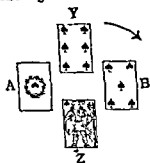
TRICKS { AB, 1.  
YZ, 2.

TRICK 4.

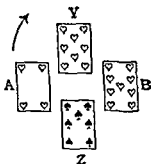


TRICKS { AB, 1.  
YZ, 3.

TRICK 5.

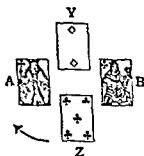

 TRICKS { AB, 2.  
YZ, 3.

TRICK 6.

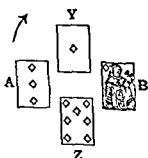

 TRICKS { AB., 2.  
YZ, 4.

REMARK (Trick 6).—It is useless to refuse the force on the hand strong in trumps, as the heart suit can be continued to the end.

TRICK 7.

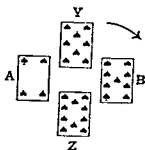

 TRICKS { AB, 3  
YZ, 4.

TRICK 8.


 TRICKS { AB, 3.  
YZ, 5.

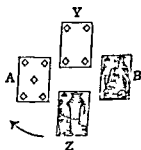
REMARK (Trick 7) —As soon as A plays the king of clubs the declarer knows that B has the queen and that it will fall to the same round. His chance of making the three remaining clubs which will all be good depends upon Dummy being able to put him into the lead with the 8 of trumps. It is essential therefore that Dummy should refuse to trump

## TRICK 9



TRICKS  $\begin{cases} AB & 3 \\ YZ & 6 \end{cases}$

## TRICK 10



TRICKS  $\begin{cases} AB & 3 \\ YZ & 7 \end{cases}$

TRICKS 11 TO 13 —Z makes the three last clubs  
YZ win ten tricks and the game

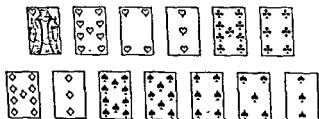
## THE HANDS

A'S HAND	Y'S HAND	B'S HAND	Z'S HAND
♥ Q J 4	♥ K 8 7 6	♥ A 10 9 5 2	♥ 3
♠ K 10 4	♠ 7	♠ Q 8 3	♠ A J 9 6 5 2
♦ 10 9 6 5 3	♦ A J 8 4 2	♦ K Q	♦ 7
♣ A 4	♣ 8 6 2	♣ Q 9 5	♣ K J 10 7 3

## HAND NO. VII

Inducing the opponents to lead trumps by apparently threatening a ruff in Dummy

A.'s (DUMMY'S) HAND :



B.'s HAND :

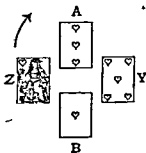


SCORE : Love all.

THE DECLARATIONS.—Z. declares One No-trump.  
A., No. Y., No. B., Two Diamonds. All pass.

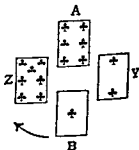
## THE PLAY

## TRICK 1



TRICKS { AB, 1.  
YZ, 0

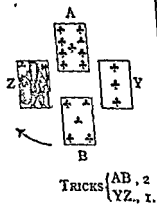
## TRICK 2



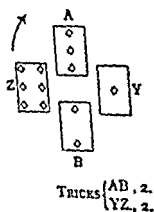
TRICKS { AB, 2.  
YZ, 0.

REMARKS (Tricks 1 and 2) —If the opponents continue hearts, and win a trick on the third round, there is little or no hope that B can fulfil his contract, since YZ will also make two tricks in spades, a trick in clubs, and very probably two tricks in trumps. Practically the only chance of success is for B to get the discard of a heart on the third round of spades; but it will not be possible to do this if YZ are alive to the situation. B therefore endeavours to create in their minds the impression that he is playing to ruff the third round of clubs in Dummy's hand, he may thus succeed in inducing the opponents to draw Dummy's trumps, and when that has been done to continue with a supposed winning club.

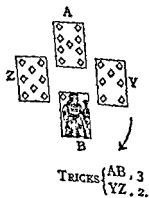
TRICK 3



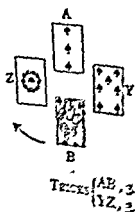
TRICK 4.



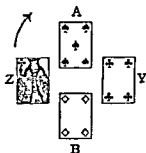
TRICK 5.



TRICK 6

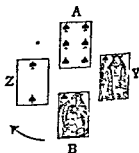


## TRICK 7.



TRICKS { AB, 4  
YZ, 3

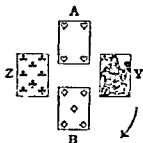
## TRICK 8.



TRICKS { AB, 4  
YZ, 4

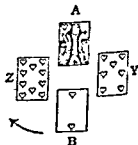
REMARK (Trick 7) —The device has succeeded, and YZ. are now helpless. The only other trick they can make is the queen of trumps.

## TRICK 9



TRICKS { AB, 5.  
YZ, 4

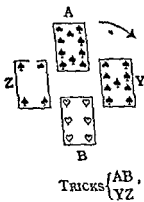
## TRICK 10.



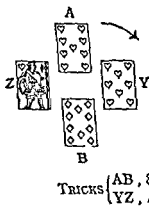
TRICKS { AB, 6.  
YZ, 4



TRICK 11



TRICK 12



TRICK 13 falls to Z's queen of trumps, but AB, have won their contract

## THE HANDS

A's HAND	Y's HAND	B's HAND	Z's HAND
♥ K 9 4 3	♥ 8 7 5	♥ A 6 2	♥ Q J, 10
♣ 9 6	♣ Q 10 4 3 2	♣ A 5	♣ K J 8
♦ 9 3	♦ A 7	♦ K J 10 5 4 2	♦ Q 8 6
♠ 10 8 6 5 3	♠ K 9 7	♠ Q J.	♠ A 4 2

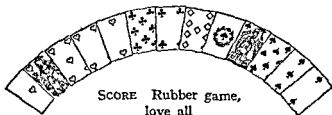
## HAND NO. VIII

Underplay to establish a suit by ruff. Trumping high to shut out an opponent

Y's (DUMMY'S) HAND :



Z's HAND



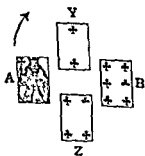
SCORE Rubber game,  
love all

THE DECLARATIONS—Z, One Spade A, Two Clubs Y, Two Diamonds B No Z, Two Hearts A, No Y, No B, Three Clubs Z, No A, No, Y, Three Hearts All pass

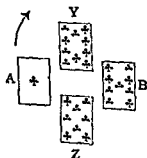
NOTE ON THE DECLARATIONS — Z, having two practically equal suits, bids, as is usual the higher one first. On the second round he bids the hearts, so that his partner may have the opportunity of showing which fits in the better with his own hand. If the hearts he will say nothing, if the spades, he can revert to them without increasing the contract. On the third round, it happens that B's 'assist' in the clubs gives Y the chance to assist in the hearts, and so intimate his preference actively, instead of merely by passive acquiescence

## THE PLAY

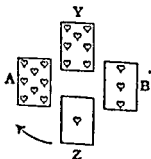
## TRICK 1


 TRICKS { AB, 1  
 YZ, 0

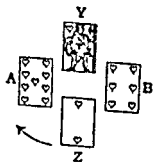
## TRICK 2


 TRICKS { AB, 2  
 YZ, 0

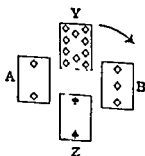
TRICK 5.


 TRICKS { AB., 3.  
YZ., 2.

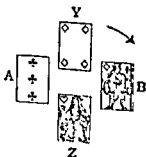
TRICK 6.


 TRICKS { AB., 3.  
YZ., 3

TRICK 7.


 TRICKS { AB., 3.  
YZ., 4.

TRICK 8.

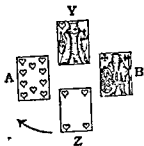

 TRICKS { AB., 3.  
YZ., 5.

REMARK (Trick 7) —The declarer must not lead out a third round of trumps, as he will want the king of

trumps as a re-entry card in Dummy's hand. To lead out the king of diamonds would be wrong, as it would draw a card unnecessarily from A. Z has already noted that B. must hold the knave of diamonds. As he has kept it back, Z discards a spade.

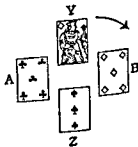
REMARK (Trick 8) —It is improbable that A holds the 5 of diamonds, or B would have put up the knave at Trick 7. B's card here is therefore presumably a false one. In any case, Z must not run the risk of being overtrumped, and therefore ruffs with the queen.

## TRICK 9



TRICKS { AB, 3  
YZ, 6

## TRICK 10.



TRICKS { AB, 3.  
YZ, 7

TRICKS 11-13 —Dummy leads the two last diamonds, on which Z. discards the 8 and queen of spades. Trick 13 is taken by Z with the last trump.

YZ. win ten tricks and the game.

## THE HANDS

A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :

♠ 10, 9, 8.    ♠ K, J, 7.    ♠ 6, 3.    ♠ A, Q, 5, 4, 2.  
 ♣ A, K, 7, 5, 3.    ♣ 10, 2.    ♣ Q, J, 9, 6.    ♣ 8, 4.  
 ♦ 8, 2.    ♦ K, Q, 10, 7, 6, 4.    ♦ A, J, 5, 3.    ♦ 9.  
 ♠ K, J, 9.    ♠ 10, 4.    ♠ 7, 6, 5.    ♠ A, Q, 8, 3, 2.

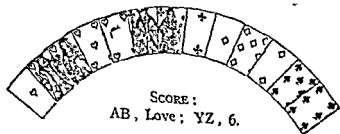
## HAND NO. IX

Lead of a losing trump

Y.'s (DUMMY'S) HAND :



Z.'s HAND :

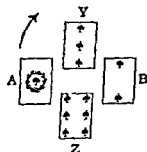


SCORE :  
 AB, Love ; YZ, 6.

THE DECLARATIONS—Z declares One Heart. A., One No-trump. Y. and B pass. Z. Two Hearts All pass.

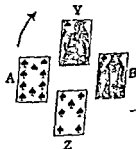
## THE PLAY

## TRICK 1.



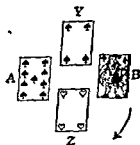
TRICKS { AB, 1  
YZ, 0

## TRICK 2.



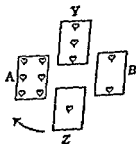
TRICKS { AB, 2  
YZ, 0

## TRICK 3



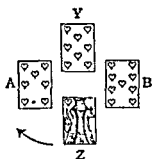
TRICKS { AB, 2  
YZ, 1

## TRICK 4.

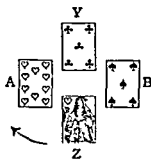


TRICKS { AB, 2  
YZ, 2

## TRICK 5


 TRICKS { AB, 2.  
YZ, 3

## TRICK 6

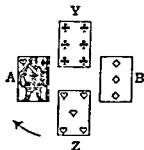

 TRICKS { AB, 2  
YZ, 4

REMARK (Trick 6) —A has shown four hearts to the knave, 10 and the ace, 10, 9 of spades. To justify his over bid of One No trump he should hold queen doubly guarded in diamonds and the ace of clubs. Dummy holds the last spade, so win the game. YZ must make four tricks in clubs and diamonds. That is to say the declarer must win either three tricks in diamonds or two tricks in clubs. His best chance of this result is to lead the losing trump and so compel A to open one of these two suits. For Z to play out the diamonds (or even to lead one of his winning cards) would be to establish the third round for AB since as already explained, the queen and knave alone cannot be expected in the hand of either opponent. Also, if Z were to lead a high club, the ace could be held up, it would then be impossible



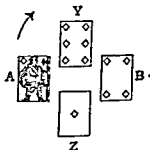
to continue leading up to ace and knave, and to lead the losing trump *after* the one round of clubs would put Dummy into difficulties with his discard.

## TRICK 7.



TRICKS { AB, 3.  
YZ., 4.

## TRICK 8.

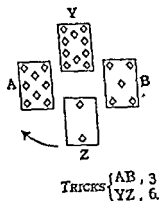


TRICKS { AB, 3.  
YZ., 5.

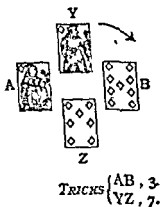
REMARK (Trick 7) —Dummy's discard must be a small club, as the 10 of diamonds may be needed for the third round of that suit.

REMARK (Trick 8).—A's lead of the knave of diamonds must be a false card, it fails to deceive, however, as Z has already read A. with the queen. In fact, although Z. would play in the same way if the queen were led, the text-play by A. is not really a judicious ruse; since it imparts information instead of concealing it, and the correct play is made more obvious. To play clever false cards demands considerable acumen.

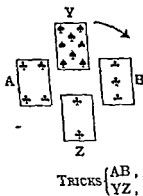
TRICK 9.



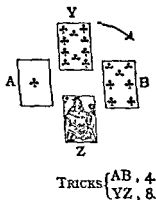
TRICK 10.



TRICK 11.



TRICK 12.



TRICK 13 is won by Z with the king of clubs.  
 YZ win nine tricks and the game.

## THE HANDS

A'S HAND · Y'S HAND · B'S HAND : Z'S HAND :

♥ J, 10, 7, 6	♥ 8, 3	♥ 9, 2	♥ A, K, Q, 5, 4
♠ A, J, 4	♠ 10, 9, 6, 5	♠ 8, 7, 3	♠ K, Q, 2
♦ Q, J, 8	♦ K, 10, 6	♦ 9, 5, 4, 3	♦ A, 7, 2.
♣ A, 10, 9	♣ Q, 8, 4, 3	♣ K, J, 5, 2	♣ 7, 6

## HAND NO. X

Trumping unnecessarily high, retaining a small trump with which to compel an opponent to take the lead

Y'S (DUMMY'S) HAND :



## Z.'s HAND:

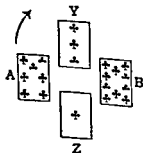


THE DECLARATIONS—Z declares Two Diamonds A, No Y, No B doubles All pass

NOTE ON THE DECLARATIONS—Z's call of two is an instruction to his partner not to interfere, he has seven tricks in his hand, and only eight are needed for game B has a so-called "free" double, and, with his hand, seems justified in availing himself of it.

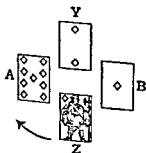
## THE PLAY

## TRICK 1.



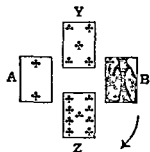
TRICKS { AB, 0  
YZ, 1

## TRICK 2.



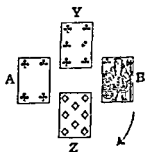
TRICKS { AB, 1.  
YZ, 1

## TRICK 3



TRICKS { AB, 2.  
YZ, 1

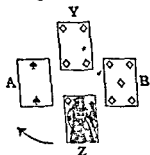
## TRICK 4



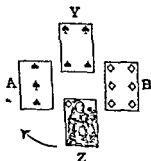
TRICKS { AB, 2  
YZ, 2

REMARK (Trick 4) —If the dealer trumps with the 3 of diamonds, he will be able to make four more trumps and the ace of spades—seven tricks in all. He will then have to lead a heart. If the contract were to win nine or ten tricks, the best chance would be to hope for the ace of hearts to be in A's hand, in which case, after Z had cleared the trumps and led out the ace of spades Dummy would make king of hearts, and king, queen of spades. But only eight tricks are wanted to win the contract and the game, and there is but one winning club (the queen) left in B's hand. If, therefore, B can be made to take the lead with the 3 of trumps, Z will make certain of his eight tricks against any position of the hearts.

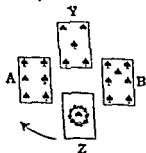
TRICK 5.


 TRICKS { AB, 2  
YZ, 3

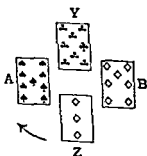
TRICK 6


 TRICKS { AB, 2  
YZ, 4

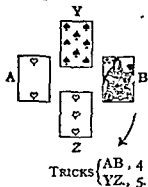
TRICK 7


 TRICKS { AB, 2.  
YZ, 5

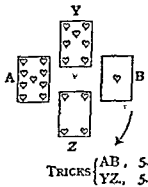
TRICK 8


 TRICKS { AB, 3  
YZ, 5.

## TRICK 9.

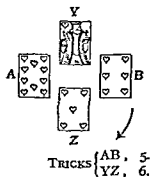


## TRICK 10.

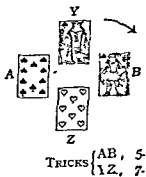


REMARK (Trick 9) —Z. must not, of course, trump the queen of clubs, or he defeats his own plan. By discarding a heart himself, and a spade from Dummy, he makes certain of every other trick excepting the ace of hearts.

## TRICK 11.



## TRICK 12.



Z. wins TRICK 13 with the last trump. YZ. win their contract doubled ; with 50 bonus, 56 for honours, and the game.

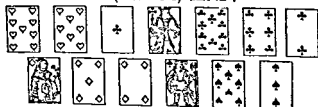
## THE HANDS

A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :  
 ♥ Q, 10, 9, 2. ♥ K, 7. ♥ A, J, 6. ♥ 8, 5, 4, 3.  
 ♣ 7, 4, 2. ♣ 8, 6, 5, 3. ♣ K, Q, J, 10. ♣ A, 9  
 ♦ 9. ♦ 4, 2. ♦ A, 7, 6, 5. ♦ K, Q, J, 10, 8, 3.  
 ♠ 10, 9, 6, 3, 2. ♠ K, Q, 8, 5, 4. ♠ J, 7. ♠ A.

## HAND NO. XI

Throwing a high trump to place the lead.  
 Unblocking a tenace for Dummy, so  
 that his suit may clear

### Z's (DUMMY'S) HAND :



### Y's HAND



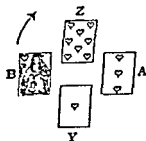
SCORE : Love all.



THE DECLARATIONS—Z, One Club A, One Heart. Y, One Spade. B, Two Hearts Z, No. A, No Y, Two Spades B, No Z, No A, Three Hearts Y., Three Spades All pass

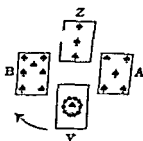
## THE PLAY

TRICK 1.



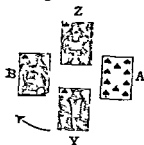
TRICKS { AB, 0  
YZ, 1

TRICK 2.



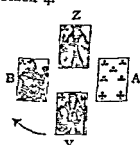
TRICKS { AB, 0.  
YZ, 2.

TRICK 3



TRICKS { AB, 0  
YZ, 3

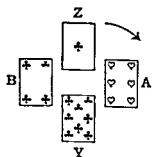
TRICK 4.



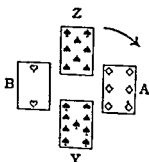
TRICKS { AB, 0  
YZ, 4

REMARK (Trick 3) —As soon as B plays the queen, the declarer knows that the 10 will fall from A's hand. He therefore gets rid of Dummy's knave in order that, if necessary, he may be able to take over the 8 with the 9 in his own hand. Alternatively if he wishes he can still lead the 6 of trumps from his own hand for Dummy to win with the 8. By discarding the knave, he thus secures a double option.

## TRICK 5


 TRICKS { AB 0  
           YZ 5

## TRICK 6

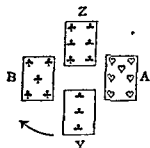

 TRICKS { AB, 0  
           YZ, 6

REMARK (Trick 5) —When A renounces to the second round of clubs the declarer sees that B will remain with the 9 and 5. The declarer must therefore throw the 8 from his own hand so that it may not interrupt the run of the suit when it is led again through B up to Dummy's 10 and 6.

REMARK (Trick 6) —The full value is now evident of Dummy's being able to lead a trump which Y.

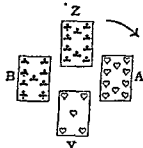
can win. The declarer will be able to throw away two losing cards on Dummy's clubs before the opponents have any chance of getting the lead.

TRICK 7.



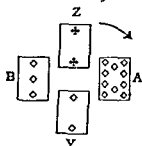
TRICKS  $\begin{cases} AB, 0 \\ YZ, 7 \end{cases}$

TRICK 8



TRICKS  $\begin{cases} AB, 0. \\ YZ, 8. \end{cases}$

TRICK 9



TRICKS  $\begin{cases} AB, 0. \\ YZ, 9 \end{cases}$

TRICKS 10 TO 13 —Y. makes his last three trumps, and B makes the ace of diamonds.

YZ win Small Slam.

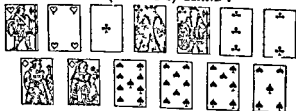
### THE HANDS

A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :  
 ♥ K, J, 10, 7, 6, 3. ♥ A, 5. ♥ Q, 4, 2. ♥ 9, 8  
 ♣ 7. ♣ J, 8, 3 ♣ Q, 9, 5, 4 ♣ A, K, 10, 6, 2  
 ♦ K, J, 10, 6. ♦ 7, 2. ♦ A, 9, 8, 3 ♦ Q, 5, 4.  
 ♠ 10, 5. ♠ A, K, 9, 6, 4 2 ♠ Q, 7 ♠ J, 8, 3.

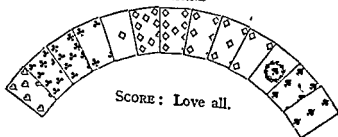
### HAND NO. XII

Sinking a trick in trumps, to make certain of contract and game

Z's (DUMMY'S) HAND :



Y's HAND



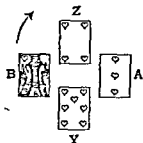
SCORE : Love all.

THE DECLARATIONS—Z, One Club A, No Y,  
 No B, One Heart Z, No A, No Y, Two Dia-  
 monds B, Two Hearts Z, Three Diamonds A,  
 No Y, No B, Three Hearts Z, No A, No Y.,  
 Four Diamonds All pass

NOTE ON THE DECLARATIONS—The bidding be-  
 tween B and Y is of the type often seen, where each  
 side is afraid to leave the call with the opponent B  
 has only one diamond, Y has only one heart; each  
 is prepared to put up with some loss, rather than risk  
 the loss of the game

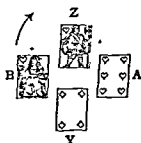
## THE PLAY

## TRICK 1.



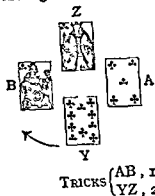
TRICKS { AB, 1.  
 YZ, 0

## TRICK 2

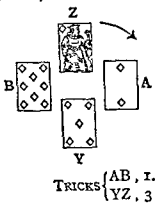


TRICKS { AB, 1.  
 YZ, 1

## TRICK 3

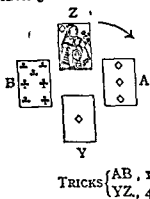


## TRICK 4

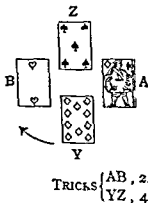


REMARK (Trick 3) —The clubs are now established, even if all the unseen cards of the suit lie in one hand

## TRICK 5



## TRICK 6

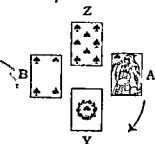


REMARK (Trick 5) —If it were known that the adverse trumps lay three and two, the obvious course would be to play small on the queen at this trick

put the lead into the declarer's own hand with the ace of spades draw the last trump, and make a Small Slam, discarding the 6 and 3 of spades on the long clubs. But it is possible that B has no more trumps, in which case the trumps cannot be drawn in three rounds, and A will necessarily get the lead with the knave. If, then, the declarer has parted with the ace of spades, the opponents will be able to make two tricks in that suit before Y has had a chance of discarding his two losers. Thus will make four tricks scored in all by AB, defeating the contract.

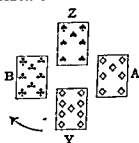
It being necessary, therefore, to retain the ace of spades, the dealer must take over the queen of trumps with the ace, so as to be able to lead a third round at once and get the knave out of the way. By this method, eleven tricks and the game are a certainty: the possible missing of Small Slam is a matter of minor consequence.

## TRICK 7



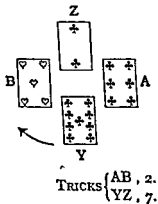
TRICKS { AB 2  
YZ 5

## TRICK 8

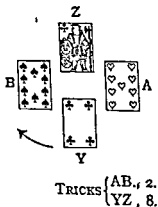


TRICKS { AB 2  
YZ 6

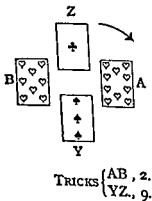
TRICK 9



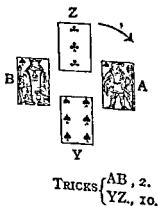
TRICK 10.



TRICK 11.



TRICK 12.



TRICK 13 is taken by Y. with the last trump.  
YZ. win eleven tricks and the game.



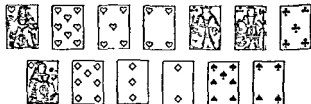
## THE HANDS

A's HAND : Y.'s HAND : B's HAND : Z's HAND :  
 ♥ 10, 9, 6, 3 ♥ 7 ♥ A, K, Q, 8, 5 ♠ J, 4  
 ♣ 6, 5 ♣ 10, 9, 4 ♣ Q, 8, 7. ♣ A, K, J, 3, 2  
 ♦ J, 7, 3, 2 ♦ A, 10, 9, 6, 5, 4 ♦ 8 ♦ K, Q  
 ♠ Q, J, 2. ♠ A, 6, 3. ♠ K, 10, 4 ♠ 9, 8, 7, 5.

## HAND NO. XIII

Lead of a thirteenth trump to compel a  
discard

B's (DUMMY'S) HAND :



A's HAND :



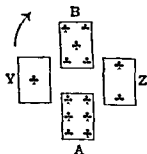
SCORE ·  
AB, 18 ; YZ, love

THE DECLARATIONS.—Z. declares One No-trump. A., Two Spades. Y., No. B., No. Z., Two No-trumps. A., Three Spades. All pass.

NOTE ON THE DECLARATIONS.—A.'s bid of Three is venturesome, seeing that B. has shown no sign of life. It is probably advisable, however, both as a defensive measure against the clubs, and also as a dash for game. If the clubs are adverse, a second suit may easily be established in No-trumps, before the spades, which are obviously securely stopped by Z., can be brought in.

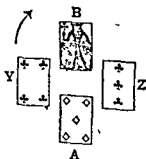
## THE PLAY

## TRICK 1.



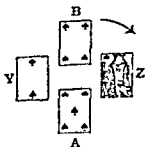
TRICKS { AB., 0.  
YZ., 1.

## TRICK 2.



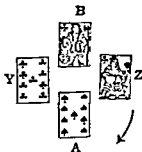
TRICKS { AB., 1.  
YZ., 1.

## TRICK 3



TRICKS { AB, 1.  
YZ, 2

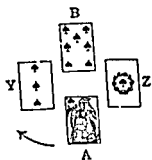
## TRICK 4



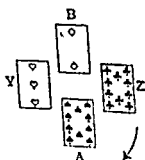
TRICKS { AB, 2  
YZ, 2

REMARK (Trick 3) —As Z had nothing in clubs higher than the queen his bid of Two No-trumps marks him with the kings of both red suits. If both of these are allowed to take a trick the contract cannot be won, as YZ have still the ace of trumps, and would thus make five tricks in all. A does not lead hearts and finesse the knave at Trick 3, prior to leading trumps, as he is willing to let Z win the second round of hearts with the king. If three tricks in hearts can thus be secured, A.'s object is achieved. If not, Z. must be forced to open diamonds up to Dummy's queen.

TRICK 5.

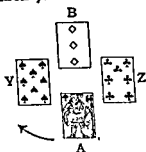

 TRICKS { AB., 2.  
YZ., 3.

TRICK 6.

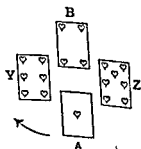

 TRICKS { AB., 3.  
YZ., 3.

REMARK (Trick 6).—As the declarer is playing for the hearts he discards a diamond. Note that Y. has discarded a heart.

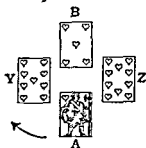
TRICK 7.


 TRICKS { AB., 4.  
YZ., 3.

TRICK 8.

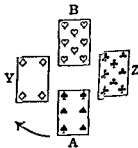

 TRICKS { AB., 5.  
YZ., 3.

## TRICK 9



TRICKS { AB, 6  
YZ, 3

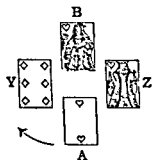
## TRICK 10



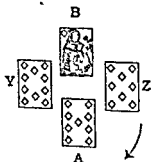
TRICKS { AB, 7  
YZ, 3

REMARK (Trick 9) —Z is evidently holding up the king of hearts in order to shut out Dummy. If Z had won the trick Dummy's two hearts, with ace of diamonds and the long trump, would at once have given A. the contract and game. A must now compel Z to open diamonds, but cannot afford to give him the lead if he holds the last club as he could then throw back the lead by forcing A to trump it. A. must therefore put Z. to a discard by leading the trump.

## TRICK 11.


 TRICKS { AB, 7.  
YZ, 4

## TRICK 12.


 TRICKS { AB, 8.  
YZ, 4

TRICK 13 is won by A with the ace of diamonds. AB. win the contract and the game.

## THE HANDS

A's HAND: Y's HAND B's HAND: Z's HAND:  
 ♥ A, J, 2. ♥ 9, 6, 3. ♥ Q, 8, 5, 4 ♥ K, 10, 7.  
 ♣ 6. ♣ A, 9, 4 ♣ K, J, 5. ♣ Q, 10, 8, 7, 3, 2.  
 ♦ A, 9, 5. ♦ J, 10, 6, 4 ♦ Q, 7, 3, 2. ♦ K, 8.  
 ♠ Q, J, 10, 9, 6, 5 ♠ 8, 3, 2. ♠ 7, 4. ♠ A, K.

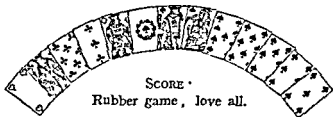
## HAND NO. XIV

*Deluding the adversary by false cards*

A's (DUMMY'S) HAND:



B's HAND:

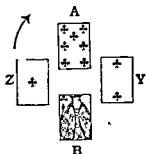


SCORE.

Rubber game, love all.

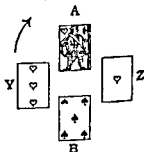
THE DECLARATIONS—Z., One Club. A., No. Y., One Heart. B., One Spade. Z., Two Clubs. A., No. Y., Two Hearts. B., Two Spades. Z., Three Clubs. A., No. Y., Three Hearts. B., Three Spades. Z., No. A., No. Y., Four Hearts. B., Four Spades. Z., doubles. All pass.

## TRICK 3.



TRICKS { AB, 0.  
YZ, 3.

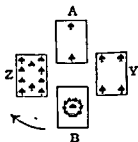
## TRICK 4.



TRICKS { AB, 1.  
YZ, 3.

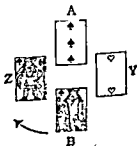
REMARK (Trick 3).—In pursuance of his plan to mislead, B, without hesitation, drops the king of clubs.

## TRICK 5.



TRICKS { AB, 2.  
YZ, 3.

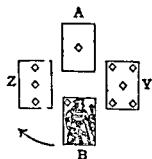
## TRICK 6.



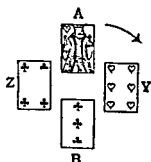
TRICKS { AB, 3.  
YZ, 3.



TRICK 7


 TRICKS { AB, 4  
YZ, 3

TRICK 8.


 TRICKS { AB, 5.  
YZ, 3

TRICKS 9 to 13 fall to B's remaining five trumps.  
AB win ten tricks contract, game and rubber.

## THE HANDS

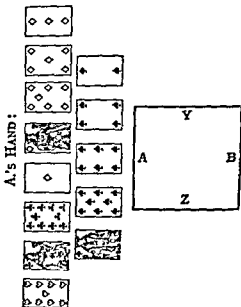
A's HAND.	Y's HAND	B's HAND :	Z's HAND :
♥ K, J, 10	♥ A, Q 9 8 7,	♥ 4	♥ 5, 3
♣ 7, 6	6, 2.	♣ K 8, 3	♣ A, Q J, 10,
♦ A 9 8 7, 4 2	♣ 5, 2	♦ K	9, 4
♠ 3, 2	♦ Q J, 5	♠ A, K Q 9 8,	♦ 10, 6, 3
	♠ 4	7, 6, 5	♠ J, 10.

Z could have defeated the contract by leading a diamond at Trick 4. He can infer from B's bid of Four Royals, without support from A and with little strength in plain suits, that he has eight trumps

His other two cards may well be a heart and a diamond; and Z naturally seeks to make the fourth trick in hearts if he can. He cannot be blamed for not suspecting that B has the 3 of clubs.

### HAND NO. XV

**Management of trumps. Declining a ruff so as to get a discard and make a third-best trump only once guarded**



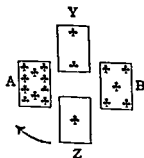
**Z.'s HAND :**



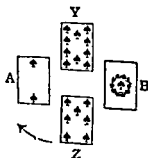
THE DECLARATIONS.—Z. declares One Club. A., One Diamond. Y., Two Clubs. B., Two Hearts. Z., No. A., No. Y., Three Clubs. B., Three Hearts. All pass.

## THE PLAY

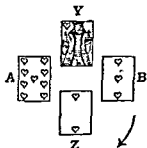
### TRICK I.



### TRICK 2.

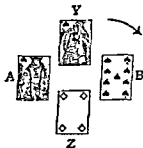


## TRICK 3.



TRICKS { AB, 1.  
YZ, 2.

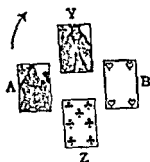
## TRICK 4.



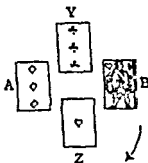
TRICKS { AB, 2.  
YZ, 2.

REMARK (Trick 4) —Y.'s play (here and at Trick 2) shows that he holds the knave of spades. If Z. trumps, he will prevent its being established. It must be noted that B. ought to hold a third spade; for if Y. had had five spades to the queen, knave, 10, originally, he would no doubt have called One Spade, instead of merely supporting Z.'s clubs. B.'s 9 of spades would therefore seem to be a false card. It is important that Y.'s knave should be made good since it will be needed to help to defeat the contract. Also, if Z. trumps the queen of spades, he destroys his chance of making his 8 of trumps later on, in the manner shown in the sequel.

TRICK 5.

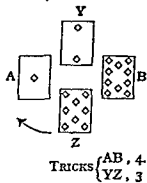

 TRICKS { AB., 3.  
YZ., 2.

TRICK 6.

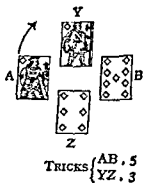

 TRICKS { AB., 3.  
YZ., 3.

REMARK (Trick 6).—B. has four trumps left, and three other cards (spades and diamonds), of which at least one should be a spade (see REMARK, Trick 4). If B. holds queen and another diamond, the contract cannot be defeated by any play, as B. must get in to draw both of Z.'s trumps. To defeat the contract, if it can be defeated, Z. must throw the lead into Dummy's hand with a diamond. The declarer's trumps will then be led through, and though he has both queen and 10, he will not be able to prevent Z. from making the 8.

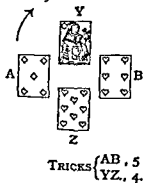
TRICK 7



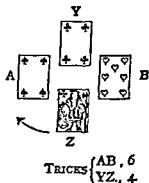
TRICK 8.



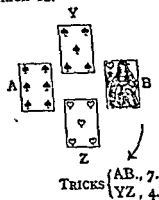
TRICK 9



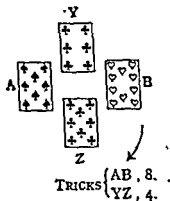
TRICK 10



TRICK 11.



TRICK 12.



TRICK 13 —B. leads the 3 of spades, which Y. wins with the knave, and YZ. defeat the contract.

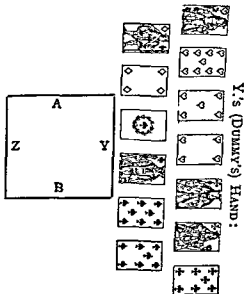
## THE HANDS

A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :

♥ 9.	♥ K.	♥ Q, J, 10, 7, 6, 4, 3	♥ A, 8, 5, 2.
♠ Q, 10.	♠ K, 6, 4, 3, 2.	♠ 5.	♠ A, J, 9, 8, 7.
♦ A, K, 7, 5, 3	♦ Q, J, 2.	♦ 10, 9.	♦ 8, 6, 4.
♣ K, 8, 6, 4, 2	♣ Q, J, 10, 5	♣ A, 9, 3.	♣ 7.

## HAND NO. XVI

Inferences. Taking out a re-entry card  
from Dummy





B's HAND:

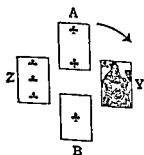


SCORE: Love all.

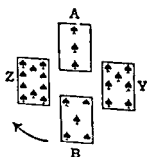
THE DECLARATION—Z. calls One Diamond. All pass

## THE PLAY

TRICK 1.

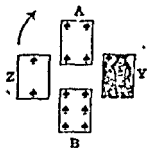

 TRICKS { AB, 1  
YZ, 0

TRICK 2


 TRICKS { AB, 1.  
YZ, 1.

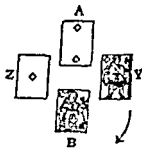
REMARK (Trick 2)—Z holds the queen of spades

TRICK 3.



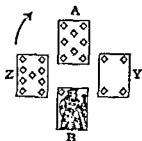
TRICKS { AB, 1.  
YZ, 2

TRICK 4.



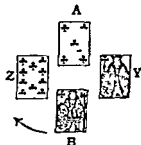
TRICKS { AB, 1.  
YZ, 3

TRICK 5



TRICKS { AB, 2.  
YZ, 3

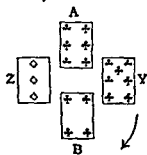
TRICK 6



TRICKS { AB, 2.  
YZ, 4

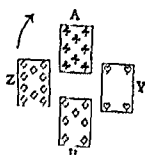
REMARKS (Trick 5) — A. has no more trumps Z. remains with four trumps, and the queen of spades single From his declaration, it is almost certain that he has the ace of hearts; on the supposition that A. has it, the game is safe, and the problem confronting B is how to save it, if A has it not. (It may be remarked that Z cannot hold a single heart, for A. would not have opened originally from four small clubs, if he had had five hearts to the knave) The only lead that will make sure of one more trick, provided that A has the knave of hearts, is the knave of clubs This takes a re-entry card out of Dummy's hand, and will prevent Z from being able to discard his losing heart on the ace of spades Consequently, he will eventually have either to lead a losing heart from his own hand, or—if he overtakes queen of spades with the ace—a losing spade from Dummy.

## TRICK 7.



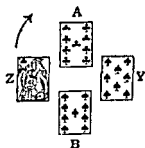
TRICKS { AB, 2  
YZ, 5

## TRICK 8



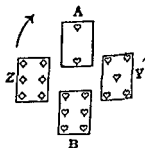
TRICKS { AB, 2  
YZ, 6

## TRICK 9.



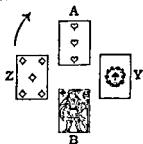
TRICKS { AB, 2.  
YZ, 7.

## TRICK 10



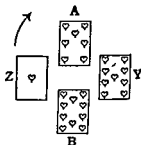
TRICKS { AB, 2.  
YZ, 8.

## TRICK 11.



TRICKS { AB, 2.  
YZ, 9

## TRICK 12.



TRICKS { AB, 2.  
YZ, 10.

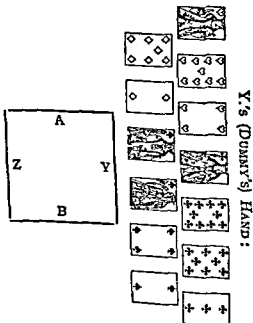
At Trick 13, Z leads the 8 of hearts, and B wins the trick with the king AB save the game.

## THE HANDS

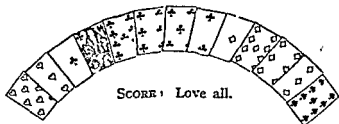
A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :  
 ♠ J, 7, 3, 2. ♠ Q, 9, 5, 4 ♠ K, 10, 6. ♠ A, 8.  
 ♣ 9, 8, 6, 5, 2. ♣ K, Q, 7. ♣ A, J, 4. ♣ 10, 3  
 ♦ 8, 2. ♦ J, 4. ♦ K, Q, 7. ♦ A, 10, 9, 6, 5, 3  
 ♠ 4, 3. ♠ A, K, 8, 7. ♠ J, 9, 6, 5. ♠ Q, 10, 2.

## HAND NO. XVII

Underplay, to steal a trump from the declarer  
 without giving up a master-card



B.'s HAND:

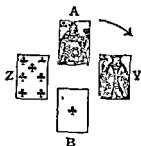


SCORE: Love all.

THE DECLARATIONS—Z. calls One Diamond. A. No. Y., No. B., Two Clubs. Z, Two Diamonds. All pass.

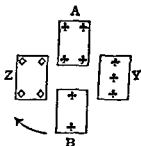
## THE PLAY

TRICK 1.



TRICKS { AB., 1.  
YZ, 0.

TRICK 2.

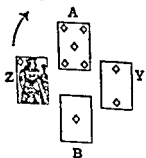


TRICKS { AB., 1.  
YZ, 1.

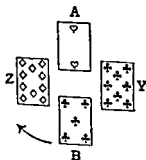
REMARK (Trick 2).—B. has nothing better than to continue his long suit: by opening either spades or

hearts he would be leading up to a guarded king in Dummy. Being driven to continue clubs, his object is to preserve the best chance of bringing in the suit eventually. There is only one club between Z. and A. If Z. has it, A. can trump. If A. has it, Z. will be unable to locate the knave, and will probably trump on the supposition that A. has it, as will seem to be the case from the play. The knave which B. thus retains may turn out to be a valuable card. B.'s four trumps to the ace form a powerful element of this plan of campaign.

## TRICK 3.

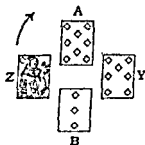

 TRICKS { AB., 2.  
YZ., 1.

## TRICK 4.


 TRICKS { AB., 2.  
YZ., 2.

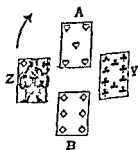
REMARK (Trick 4).—B. continues the same tactics. In this case, if Z. does not trump, A. will, provided that he has a second diamond.

## TRICK 5.



TRICKS { AB, 2  
YZ, 3

## TRICK 6



TRICKS { AB, 2  
YZ, 4

TRICKS 7 to 13 — B eventually gets the lead with his last trump and makes his three clubs.

YZ win the remainder, but score seven tricks only ; and are one under their contract.

## THE HANDS

A.'s HAND	Y's HAND	B's HAND	Z's HAND :
♥ Q, J, 10, 5, 2.	♥ K, 9 4	♥ 8, 3	♥ A, 7, 6.
♣ Q, 4	♣ K, 10, 8, 3	♣ A, J, 9 6, 5, 2	♣ 7
♦ 8, 5	♦ 7, 2	♦ A, 9, 6, 3	♦ K, Q, J, 10, 4
♠ J, 10, 6, 5.	♠ K, Q, 4, 2	♠ 9	♠ A, 8, 7, 3

At Tricks 2 and 4, Z is right in ruffing, since if A has the knave of clubs, it must soon fall, and YZ



have a very good chance of winning the game if the trumps are evenly divided.

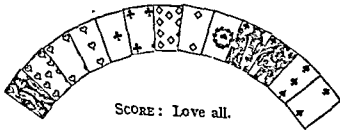
# HAND NO. XVIII

Underplay to ensure re-entry ; known colloquially as " ducking "

Z.'s (DUMMY'S) HAND :



Y.'s HAND :

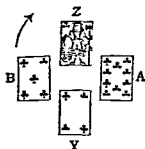


SCORE : Love all.

THE DECLARATIONS.—Z. calls Two Diamonds. A., No. Y., Two No-trumps. All pass.

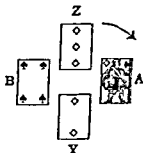
## THE PLAY

TRICK 1.



$$\text{TRICKS} \begin{cases} \text{AB} & 0 \\ \text{YZ}, & 1 \end{cases}$$

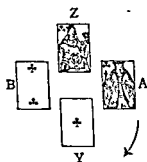
TRICK 2



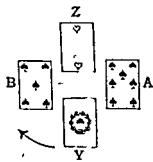
$$\text{TRICKS} \begin{cases} \text{AB}, & 1 \\ \text{YZ}, & 1. \end{cases}$$

REMARK (Trick 1) —The probability is that the knave of diamonds will fall to the ace, king, or queen if these cards be led out. Nevertheless it is possible that all the four unseen diamonds lie in one hand. By leading a small diamond from Dummy, at Trick 2 (allowing the adversaries to win), this possibility will be provided for. The declarer must then win the game against any distribution of the cards, as it will be impossible for AB to win more than three tricks in hearts before YZ. again get the lead.

## TRICK 3


 TRICKS { AB., 1.  
YZ, 2.

## TRICK 4.


 TRICKS { AB., 1.  
YZ, 3.

TRICKS 5 to 13 — Y. leads the king of spades, discarding another heart from Dummy, who wins the next six tricks in diamonds. Then B. makes the ace of hearts and a club.

YZ win ten tricks.

## THE HANDS

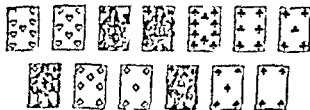
A.'s HAND : Y.'s HAND : B.'s HAND . Z.'s HAND :  
 ♥ Q, J, 10. ♥ K, 9, 4, 3. ♥ A, 7. ♥ 8, 6, 5, 2.  
 ♠ K, 10, 7. ♠ A, 4. ♣ 9, 8, 6, 5, 3, 2. ♣ Q, J.  
 ♦ J, 9, 7, 6. ♦ 10, 2. ♦ None. ♦ A, K, Q, 8, 5, 4, 3.  
 ♠ Q, 9, 7. ♠ A, K, J, 3, 2. ♠ 10, 8, 6, 5, 4. ♠ None.

At Trick 1, A. holds up his king of clubs, so as not to establish the queen as a re-entry for Dummy, if the declarer (as he infers) has the ace. At the same time he plays the 10, so as not to block the suit for B.

## HAND NO XIX

Inferences. General principles of establishment

Y.'s (DUMMY'S) HAND:



Z's HAND

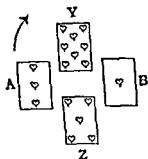


SCORE Love all.

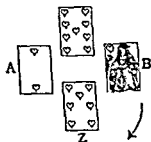
THE DECLARATION — Z. calls One No-trump All pass

## THE PLAY

TRICK 1

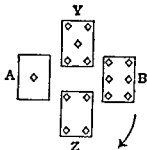

 TRICKS  $\begin{cases} AB, 1 \\ YZ, 0 \end{cases}$ 

TRICK 2.


 TRICKS  $\begin{cases} AB, 2. \\ YZ, 0 \end{cases}$ 

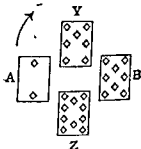
REMARK (Trick 2) —Even if B has not another heart it is better not to win the queen, for it will then be necessary for A to hold two re-entry cards, in order to bring in the suit. As there are three aces against the declarer, it is to be expected that A holds at least one of them.

## TRICK 3.



TRICKS { AB, 3.  
YZ, 0.

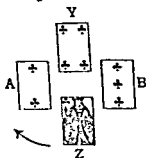
## TRICK 4.



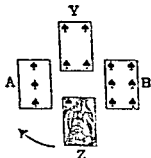
TRICKS { AB, 3.  
YZ, 1.

REMARK (Tricks 3 and 4) — A. cannot hold the queen of diamonds, or he would have finessed it at Trick 3, and continued his hearts. B. must therefore be retaining the queen over the knave in Dummy, evidently so as to kill a possible re-entry for the clubs. As A. has abandoned the hearts, it is also clear that the ace of diamonds was his only re-entry, and that B. has the ace of clubs; doubtless the king of spades also.

TRICK 5.

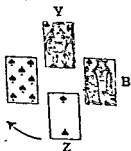

 TRICKS { AB., 3.  
YZ., 2.

TRICK 6.

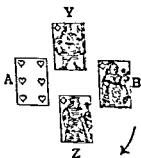

 TRICKS { AB., 3.  
YZ., 3.

REMARK (Trick 5).—B. is continuing his plan to shut out the clubs by holding up the ace. It is useless for the declarer to go on with the suit, as he has only one more club in his own hand. Three tricks in spades, together with his two red kings, will now give him his contract.

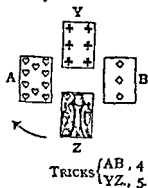
TRICK 7.


 TRICKS { AB., 4.  
YZ., 3.

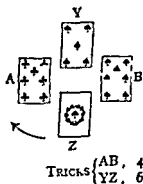
TRICK 8.


 TRICKS { AB., 4.  
YZ., 4.

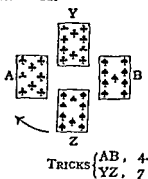
TRICK 9.



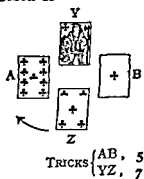
TRICK 10.



TRICK 11.



TRICK 12





TRICK 13.—B. makes the 9 of diamonds.

YZ. win their contract.

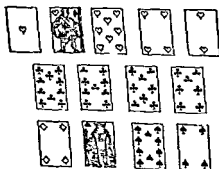
# THE HANDS

A's HAND:	Y's HAND:	B's HAND:	Z's HAND:
♥ J, 10, 6, 3, 2	♥ 9, 8	♥ A, Q	♥ K, 7, 5, 4.
♣ 9, 8, 7, 2.	♣ Q, J, 10, 6, 4	♣ A, 3	♣ K, 5.
♦ A, 2.	♦ J, 7, 5.	♦ Q, 9, 8, 6, 3.	♦ K, 10, 4.
♠ 8, 3.	♠ J, 5, 4	♠ K, 9, 7, 6	♠ A, Q, 10, 2

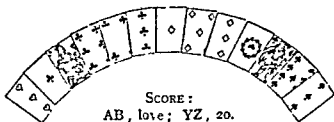
# HAND NO. XX

Conversation between partners. Shutting out an established suit, by exhausting one opponent and finessing against re-entries

B's (DUMMY'S) HAND:



## A's HAND :



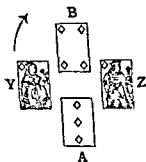
SCORE :  
AB, love; YZ, 20.

THE DECLARATIONS → Z, One Heart. A, Two Clubs Y, Two Diamonds B, Three Clubs. Z, Three Hearts A, No Y, No B, Double. Z, No. A, Three No trumps All pass

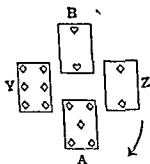
NOTE ON THE DECLARATIONS—An instructive example of intelligent "conversation" between partners, leading up to a decisive result. B has raised Clubs and doubled Hearts, A himself commands the Diamonds Three No-trumps therefore looks a certainty for game it is better to play for this than for penalties, especially as the opponents are at an advanced score, and a bold push is indicated.

## THE PLAY

TRICK 1.

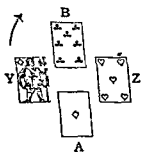

 TRICKS { AB, 0  
YZ, 1

TRICK 2.

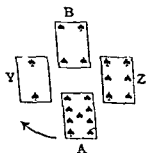

 TRICKS { AB, 0  
YZ, 2

REMARK (Trick 2) —It is quite probable that Z had only two diamonds, but A must not take any avoidable risk, and it is safer to hold up the ace until the next round

TRICK 3


 TRICKS { AB, 1  
YZ, 2

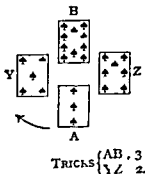
TRICK 4.


 TRICKS { AB, 2  
YZ, 2

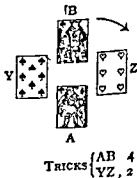
REMARK (Trick 3) —Dummy's discards (here and at Trick 2) have to be calculated with care. It is important to get rid of one of the clubs, or Dummy might block the suit later on, on the other hand it would be wrong to discard more than one, as it is not yet clear whether three cards may not be necessary for the purpose of leading through Z.

REMARK (Trick 4) —An illustration of the importance of shutting out every possible re-entry from an adversary holding an established suit. Y may hold the queen to four spades, and A must provide for that contingency.

TRICK 5.

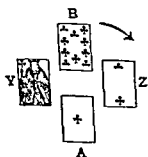


TRICK 6.

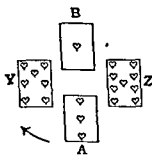


REMARK (Trick 6) —The declarer must now get the lead back into his own hand in the club suit Y. is marked with only two cards in hearts and clubs If the king is not put up, second in hand, by Z, when clubs are led, A cannot afford to give Y the chance of making it, because, if he holds it, it is very likely to be single A must therefore be careful not to finesse the queen

## TRICK 7.

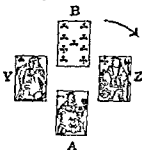

 TRICKS { AB, 5  
YZ, 2

## TRICK 8

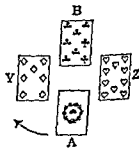

 TRICKS { AB, 6  
YZ, 2

REMARK (Trick 7) —The position is now unusually interesting Z has the knave and 5 of clubs, and if A plays properly, he can win all the rest of the tricks against any possible defence To do this, clubs must be led again from Dummy, and A must *retain for the present his ace of spades* as it may be necessary, for unblocking purposes, to give Dummy another club discard.

TRICK 9


 TRICKS { AB, 7  
           YZ, 2

TRICK 10.


 TRICKS { AB, 8  
           YZ, 2

TRICKS 11 to 13 — A makes the 6 4 and 3 of clubs and AB win five by cards

## THE HANDS

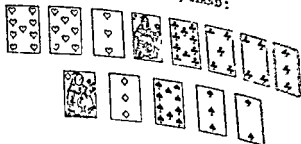
A's HAND	Y's HAND	B's HAND	Z's HAND
♥ 3	♥ 7	♥ A J 8 4 2	♥ K Q 10 9
♠ A Q 6 4 3	♠ K	♠ 10 9 8 7	♠ 6 5
♦ A 5 3	♦ Q J 10 9 8	♦ 4	♦ J 5 2
♣ A J 9 3	♣ 7 6	♣ K 10 4	♣ A h 2
	♣ Q 8 5 2		♣ 7 6

It is difficult to say definitely whether Y's best opening lead is a diamond or a heart. He hopes to find Z with the king of diamonds (and does so find him). If so and if re-entry is possible he has the odd trick. He knows little of his partner's hearts in which he himself has only one small card.

HAND NO. XXI

Not holding up the ace of an adverse suit  
but allowing it to be established in the  
first round

Y.'s (DUMMY'S) HAND:



Z's HAND:

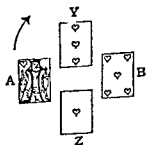


SCORE. Love all

THE DECLARATION.—Z. calls One No-trump  
pass.

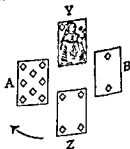
## THE PLAY

## TRICK 1.



TRICKS  $\begin{cases} AB, 0. \\ YZ, 1 \end{cases}$

## TRICK 2

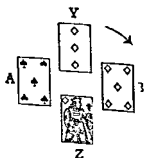


TRICKS  $\begin{cases} AB, 0 \\ YZ, 2 \end{cases}$

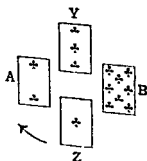
**REMARK (Trick 1)**—In the circumstances, Z's best play is to win the first round of hearts. If B has another heart to lead, A can win four tricks at most in the suit. It may become important to have the spades opened by A when Z's guarded king will be certain of a trick. Every heart taken out of B's hand increases the chance of the spades being opened by B, in which case the king may be killed.



## TRICK 3.

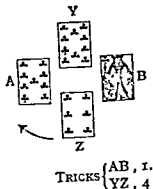

 TRICKS { AB., 0.  
YZ., 3.

## TRICK 4.

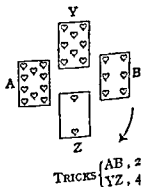

 TRICKS { AB., 0  
YZ., 4.

REMARK (Trick 3) —Z cannot now continue leading diamonds up to the J. 9, 6, in B.'s hand. He must fall back on the clubs. If the lead should go into B.'s hand, he will be almost sure to continue the hearts, provided he has one; if he has not, Z. must hope to find him with the ace of spades.

## TRICK 5.

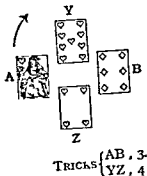


## TRICK 6

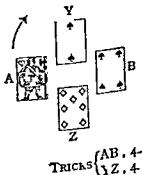


REMARK (Trick 5) —The finesse of the 10 of clubs is, of course, obligatory.

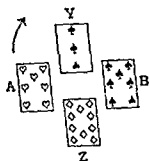
## TRICK 7.



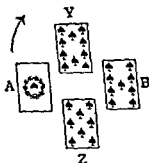
## TRICK 8



TRICK 9.


 TRICKS { AB, 5.  
YZ, 4

TRICK 10.


 TRICKS { AB, 6  
YZ, 4.

TRICKS 11 to 13 are won by YZ, who make good their contract.

## THE HANDS

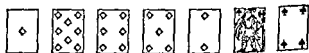
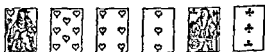
A.'s HAND :	Y.'s HAND	B.'s HAND :	Z.'s HAND
♥ K, Q, J, 10, 7	♥ 9, 8, 3	♥ 6, 5	♥ A, 4, 2.
♠ J, 9, 2.	♠ Q, 10, 5, 4, 3	♠ K 8	♠ A, 7, 6
♦ 8.	♦ Q, 3	♦ J 9 6, 5, 2	♦ A, K, 10, 7, 4
♣ A, Q, 6, 5	♣ 10, 3, 2	♣ J, 9 7, 4	♣ K, 8

If Z holds up his ace of hearts until the second round, the result will be very different. B will have no heart left to lead to his partner, and when he gets in with the king of clubs, or with the knave of diamonds, will necessarily lead a spade. AB will make at least four hearts, three spades, and the king of clubs, defeating the contract by two tricks.

## HAND NO. XXII

A "Greek gift" to the enemy, so as to make sure of re-entry in the suit itself. The postponement of winning cards

B's (DUMMY'S) HAND :



A's HAND :

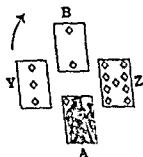


SCORE : Love all

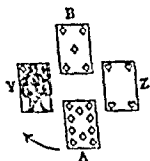
THE DECLARATIONS—Z. passes. A, One No<sup>t</sup> trump. All pass

## THE PLAY

TRICK 1.

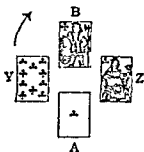

 TRICKS  $\begin{cases} AB, 1. \\ YZ, 0 \end{cases}$ 

TRICK 2.


 TRICKS  $\begin{cases} AB, 1. \\ YZ, 1. \end{cases}$ 

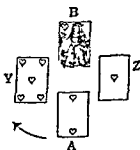
REMARKS (Tricks 1 and 2) —By winning Trick 1 with the ten, the declarer might make three tricks in diamonds at once, but is bound to lose one trick in the suit. If he makes his three tricks first, and then leads a fourth round, he will not be able to get the lead back into Dummy's hand unless Y. holds the ace of hearts. To make certain of the fifth diamond, A must give away an early trick in the suit, if Y. will take it.

## TRICK 3



TRICKS  $\begin{cases} AB & 2 \\ YZ & 1 \end{cases}$

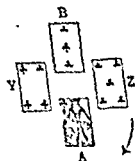
## TRICK 4



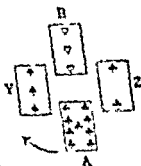
TRICKS  $\begin{cases} AB & 2 \\ YZ & 2 \end{cases}$

REMARK (Trick 4) —If the declarer now leads out the diamonds he will put himself into difficulties with his discards as he will be obliged to keep his spades guarded leaving his king of hearts blank. If that king falls to the ace and the lead comes back to A in clubs on which suit the opponents can discard their remaining hearts A will have to open spades himself—the only way in which every trick in them might be lost —Dummy's queen of hearts being thrown away. A's safest plan therefore is to establish a trick in hearts first he will thus be certain of his ninth trick and of the game.

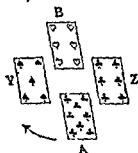
TRICK 5.


 TRICKS { AB, 3  
YZ, 2.

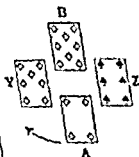
TRICK 6.


 TRICKS { AB, 4.  
YZ, 2.

TRICK 7.


 TRICKS { AB, 5  
YZ, 2

TRICK 8.


 TRICKS { AB, 6  
YZ, 2.

TRICKS 9 to 13—B makes the 'ace and 6 of diamonds; A. makes the king of hearts. YZ. win the last two tricks.

AB. score three by cards and the game.

## THE HANDS

A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :

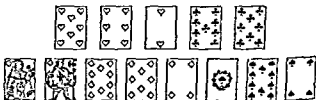
♠ K, 9, 2.    ♠ J, 7, 5.    ♠ Q, 8, 6, 3.    ♠ A, 10, 4.  
 ♣ A, K, 9, 8.    ♣ 10, 4.    ♣ J, 3.    ♣ Q, 7, 6, 5, 2.  
 ♦ K, 10, 4.    ♦ Q, J, 7, 3.    ♦ A, 8, 6, 5, 2.    ♦ 9.  
 ♠ Q, 8, 2.    ♠ K, 7, 5, 3.    ♠ J, 4.    ♠ A, 10, 9, 6.

Y. would probably have saved the game if he had not covered the 10 of diamonds at Trick 2. It is not easy for him to see how covering will lose. At Trick 3, Y. has very little to guide him in his choice of a lead. Whatever he does will turn out badly; if he knew the position of the cards, he would put the lead into Dummy's hand by continuing the diamonds—which he is very unlikely to do when the rest of the cards are concealed.

## HAND NO. XXIII

Securing re-entry in Dummy, by unblocking a tenace

Y.'s (DUMMY'S) HAND :





## Z's HAND:

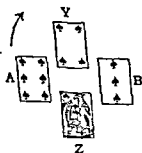


SCORE: Love all.

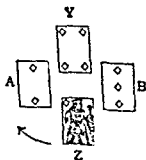
THE DECLARATION—Z calls One No-trump All pass.

## THE PLAY

## TRICK 1.

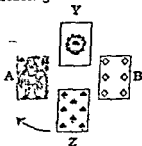

 TRICKS { AB, 0  
YZ, 1

## TRICK 2

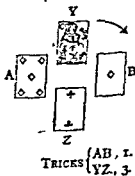

 TRICKS { AB, 0.  
YZ, 2.

REMARK (Trick 1).—When the declarer leads the king of diamonds, the ace may be held up. Dummy will then need two cards of re-entry; one in order to lead diamonds again, the other in order to bring in the long cards after the ace has been forced out. A. has obviously led from knave, 9, 7 of spades. If Z were to win the first trick with the 8, A. would be able to prevent Dummy from getting the lead more than once, for if Z. led the 2 of spades on the second round, A. could play in the knave, and when Y. has won this with the ace, Z. would remain with king, queen only. Z. must therefore win the 6 of spades with either king or queen.

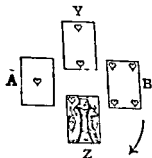
TRICK 3.



TRICK 4.

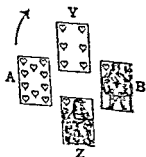


TRICK 5.



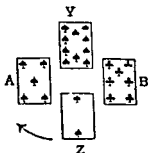
TRICKS { AB., 2.  
YZ, 3.

TRICK 6.



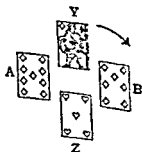
TRICKS { AB., 2.  
YZ, 4.

TRICK 7.



TRICKS { AB, 2.  
YZ, 5

TRICK 8.



TRICKS { AB, 2.  
YZ, 6.

TRICKS 9 to 13—Dummy makes two more diamonds, then leads a club; Z. makes ace of clubs and

king of spades ; the last trick is taken by B with the king of clubs.

YZ. win ten tricks.

### THE HANDS

A.'s HAND : Y.'s HAND : B 's HAND : Z 's HAND :			
♥ A, 10	♥ 8, 6, 2.	♥ J, 9, 7, 4, 3	♥ K, Q, 5
♠ 10, 6, 4.	♠ 9, 8	♠ K, Q, 7.	♠ A, J, 5, 3, 2.
♦ 9, 5, 2.	♦ Q, J, 10, 8, 4.	♦ A, 7, 6, 3	♦ K.
♣ J, 9, 7, 6, 5.	♣ A, 10, 4.	♣ 3.	♣ K, Q, 8, 2.

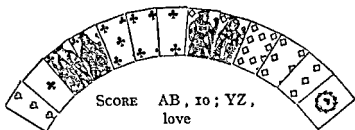
### HAND NO. XXIV

Throwing a master-card to unblock

Z 's (DUMMY'S) HAND :



## Y's HAND :



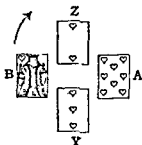
THE DECLARATIONS—Z declares One Spade A, No Y., One No-trump B, Three Hearts Z doubles A, No Y, Three No-trumps B doubles All pass

NOTE ON THE DECLARATIONS—It is a good general rule not to take your partner out of a *major suit* declaration, so long as it suits your hand; and it might be urged that Y's hand is such fine support for a sound Spade call that he ought to have merely passed. But this argument omits to take into consideration that B has not spoken, and that it is not yet known whether the One Spade will be allowed to stand Y. is very weak in hearts If B should be strong in them, it may be of great importance to Z to know of Y's strength in the other suits And so it turns out. B's bid is "pre-emptive" He has eight tricks in his own hand, and if his partner can give him one more, will go game at the score He therefore tries to put a stop to all further conversation between the adversaries Z's double may almost be said to

be obligatory. He cannot overbid in Royals, or call Three No-trumps, but it is incumbent on him to let his partner know that he has command of the hearts. Also, the double is a "free" one. The information conveyed by the double does, in fact, enable Y. to overbid in No-trumps, which he could not otherwise have ventured to do. B.'s double is also free. He can see his way to defeating YZ. from his own hand, unless eight tricks are made straight off in spades and clubs, which does not seem to him to be a probable contingency.

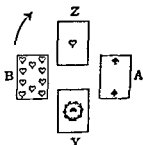
### THE PLAY

#### TRICK 1.



TRICKS { AB, 1  
YZ, 0.

#### TRICK 2.



TRICKS { AB, 1.  
YZ, 1.

REMARK (Trick 1) —If Y. wins the first trick in hearts, he can probably make six clubs and the ace of spades; but eight tricks do not fulfil the contract, and if B. is void of clubs, the declarer will only make

three tricks in that suit, and will lose two by cards and the game, since it is a practical certainty that B. holds the ace of diamonds and all the unseen hearts.

REMARK (Trick 2).—Therefore Y. discards the ace of spades on the second round of hearts.

TRICKS 3 to 13.—YZ. make five spades and six clubs, scoring Small Slam and a bonus of 200.

## THE HANDS

A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND

♥ 8. ♥ 3. ♥ K, Q, J, 10. ♥ A, 9, 2.

♣ J, 10, 3. ♣ A, K, Q, 5. 7, 6, 5, 4. ♣ 9, 7, 6.

♦ J, 9, 5, 2. 4, 2. ♠ 8. ♦ 7, 4.

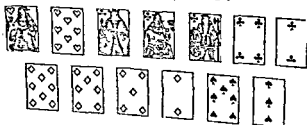
♠ 7, 6, 5, 4, 2. ♦ K, Q, 10, 6, 3. ♦ A, 8. ♠ K, Q, J, 10, 9.

♠ A. ♠ 9, 3.

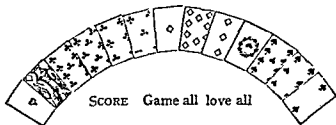
## HAND NO. XXV

Throwing master-cards to unblock

Y's (DUMMY'S) HAND :



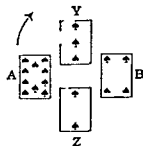
## Z.'s HAND



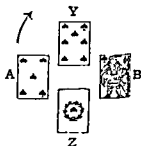
THE DECLARATIONS—Z declares One No trump  
 A No Y, No B Two Spades Z, Two No trumps.  
 All pass

## THE PLAY

## TRICK 1



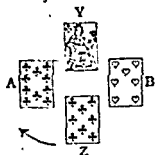
## TRICK 2



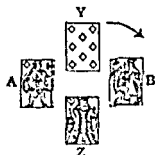
REMARK (Trick 2)—B may be credited with five spades on account of his declaration, hence Z may safely win the second round.



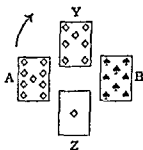
TRICK 9.


 4.  
5.

TRICK 10.

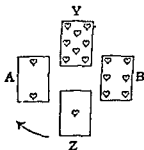

 TRICKS { AB., 5  
YZ., 5.

## TRICK 7



TRICKS { AB, 4  
YZ, 3

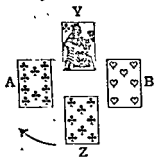
## TRICK 8



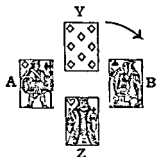
TRICKS { AB, 4  
YZ, 4

REMARK (Trick 8) —The declarer is now making preparation for a re entry in Dummy's hand. He leads out the ace of hearts so that he may be able *first* to discard his king and *secondly* to discard his blocking 9 of clubs on Dummy's queen of hearts as will be seen later on. Z knows that A has no more spades (*see* Tricks 1 and 2) and has only one more diamond and can therefore be compelled to lead a heart to Dummy.

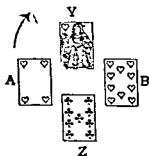
TRICK 9.


 TRICKS { AB., 4.  
YZ., 5.

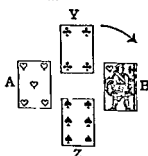
TRICK 10.


 TRICKS { AB., 5  
YZ., 5.

TRICK 11.

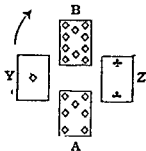

 TRICKS { AB., 5.  
YZ., 6.

TRICK 12.


 TRICKS { AB., 5.  
YZ., 7.

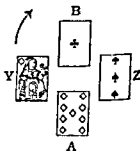
TRICK 13.—Y. makes the last club.  
YZ. win eight tricks and their contract.

## TRICK 3



TRICKS { AB, 0  
YZ, 3

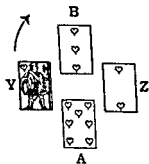
## TRICK 4



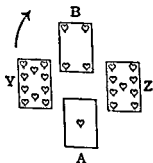
TRICKS { AB, 0  
YZ, 4

REMARK (Trick 4) —It being very improbable that the King of clubs is single A's chance of making his contract depends upon Y's holding not more than two hearts, as well as the King of clubs. Assuming, then, that distribution if Dummy here discards a losing heart or spade, Y defeats the contract by taking out the ace of hearts at Trick 5 or 6, for A, having then only the ace of spades with which to put back the lead into his own hand, could not establish and bring in the clubs. But, on the same assumption, by discarding the ace of clubs, the declarer will make his contract, no matter how Y. plays.

TRICK 5

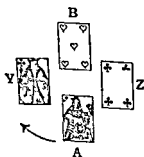

 TRICKS { AB, 0.  
YZ, 5

TRICK 6.

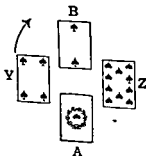

 TRICKS { AB, 1.  
YZ, 5.

REMARK (Trick 5) —It is an essential part of the plan to hold up the ace of hearts until the second round

TRICK 7


 TRICKS { AB, 1.  
YZ, 6

TRICK 8


 TRICKS { AB, 2.  
YZ, 6

Tricks 9 to 13 —A. makes the four established clubs, and Dummy makes the king of spades.

AB. fulfil the contract.

## THE HANDS

A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :

♥ A, 7.      ♥ J, 10.      ♥ 8, 6, 5, 4, 3.      ♥ K, Q, 9, 2.

♣ Q, J, 10, 9, 8. ♠ K, 7, 3. ♣ A. ♠ 6, 5, 4, 2.

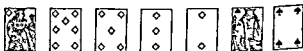
◊ 9, 7, 5, 4    ◊ A, K, Q, J.    ◊ 10, 6, 3.    ◊ 8, 2.

♠ A, 8.      ♠ Q, J, 5, 4.      ♠ K, 9, 6, 2.      ♠ 10, 7, 3.

HAND NO. XXVII

**Re-entry.** Compelling the opponents to put  
Dummy in to make an established suit

**Y.'s (DUMMY'S) HAND :**



Z 'S HAND =



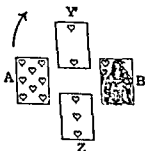
**SCORE :** Love all.

THE DECLARATIONS.—Z. declares One No-trump. A., Two Hearts. Y., Two No-trumps. All pass.

NOTE ON THE DECLARATIONS.—Y. supports his partner's No-trumper not merely because he guards the hearts, but because his hand has also sufficient strength to justify the raise. B. cannot venture on either Three Spades or Four Clubs. All he knows about A.'s cards is that the latter has many hearts; the call of that suit was not original but "forced"; A. may be very weak in black, and B. might run up against great strength. A call of Three Royals, had it been justified, would have been desirable in order to direct A. to a lead.

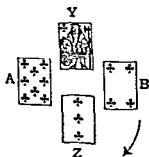
# THE PLAY

## TRICK 1.



TRICKS { AB., 1.  
YZ., 0.

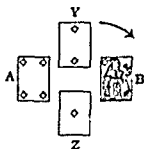
## TRICK 2.



TRICKS { AB., 1.  
YZ., 1.

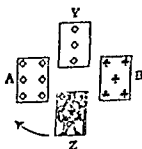
REMARK (Trick 2).—From B.'s opening a suit of clubs from nothing higher than the queen up to Dummy's knave it may reasonably be concluded that he has no card left of his partner's suit. Therefore A. must have led from six.

## TRICK 3.



TRICKS { AB, 1.  
YZ, 2.

## TRICK 4.

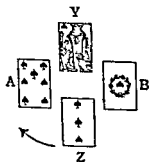


TRICKS { AB, 1.  
YZ, 3

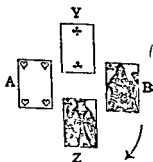
REMARK (Trick 4) —A. has the diamonds guarded. If the declarer establishes the suit he has no means himself of putting Y. in again unless the ace of spades is in A.'s hand, which is improbable, since A., having had ten red cards originally, can only hold three black. Z's best chance, therefore, of getting the lead again into Dummy's hand depends on his compelling A. to lead a third round of hearts. To this end the dealer must draw all the black cards in A.'s hand before establishing the diamonds. His next lead, therefore, will be a spade.



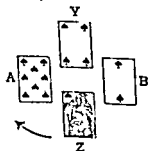
TRICK 5


 TRICKS { AB, 2  
YZ, 3

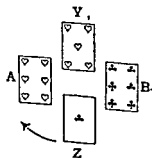
TRICK 6.


 TRICKS { AB, 2.  
YZ, 4.

TRICK 7.


 TRICKS { AB, 2  
YZ, 5

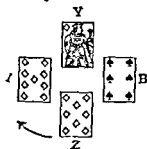
TRICK 8.


 TRICKS { AB, 2  
YZ, 6

REMARK (Tricks 6 and 8) — A's discards of the 4 and 6 of hearts, having originally led the 8, confirm Z's previous inference by which he was able to count

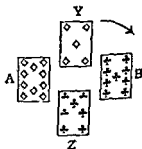
A.'s hand The diamonds can now be proceeded with in perfect confidence.

TRICK 9



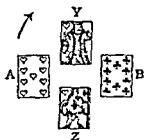
TRICKS { AB, 2  
YZ, 7

TRICK 10



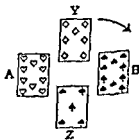
TRICKS { AB, 3  
YZ, 7

TRICK 11



TRICKS { AB, 3  
YZ, 8

TRICK 12



TRICKS { AB, 3.  
YZ, 9

REMARK (Trick 11) — Obviously, A. is underplaying, as the only chance of saving the game. Y. must put up the king

TRICK 13 — A makes the ace of hearts

YZ win nine tricks and the game

### THE HANDS

A's HAND · Y's HAND · B's HAND : Z's HAND :

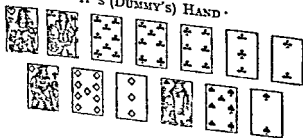
♥ A, 10, 9, 8, 6, 4	♥ K, 7, 5, 2	♥ Q	♥ J, 3
♣ 8	♣ J, 2	♣ Q, 10, 9, 6, 5, 4	♣ A, K, 7, 3
♦ 10, 9, 6, 4	♦ K, 7, 5, 3, 2	♦ Q	♦ A, J, 8.
♠ 8, 7	♠ K, 4	♠ A, J, 10, 6, 2	♠ Q, 9, 5, 3

At Trick 2, B does not lead his fourth-best in clubs, deeming it undesirable to allow the declarer to count both clubs and hearts

### HAND NO. XXVIII

Establishing a suit for the opponents, in order to make sure of a necessary second re-entry in the hand of Dummy

A's (DUMMY'S) HAND ·



## B s HAND

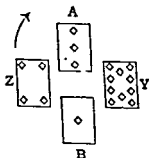


THE DECLARATIONS—Z declares One Heart A Two Clubs Y No B Two No-trumps All pass

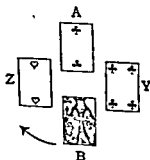
NOTE ON THE DECLARATIONS—Z s hand is rather weak in the rank of the cards but with two five suits and another suit blank he ought to do well with either hearts or diamonds as trumps This is an example of the rule of declaring first the higher of two nearly equal five-suits so as to give partner when the lower suit is shown later on the option of leaving that lower suit or of reverting to the higher one without increasing the number of tricks to be won As things turn out however Z is unable to call his diamonds except by contracting for nine tricks which his hand does not justify A s Two Clubs is a forced effort to save the rubber his hand is worth nearly three tricks more with clubs as trumps than with hearts

## THE PLAY

## TRICK 1.


 TRICKS { AB., 1.  
YZ., 0.

## TRICK 2.

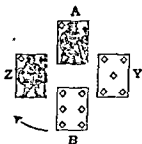

 TRICKS { AB., 2.  
YZ., 0.

REMARK (Trick 1)—B. must win the diamond in his own hand, so that the king may be a re-entry for Dummy's clubs.

REMARK (Trick 2).—All the adverse clubs (four to the ace, 10) being in Y.'s hand, it is clear that if the declarer continues leading clubs from his own hand, the opponent will make two tricks in the suit before it can be established. B. will therefore put the lead into Dummy's hand in order to continue clubs *through* Y.'s cards up to his own queen, 9. If Y. should hold up the ace until the fourth round, the declarer will then discontinue the clubs and try for a third trick in spades.

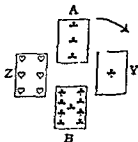
The important point for B. to decide, at Trick 3, is whether to lead to Dummy's king of diamonds or his king of spades. At first sight the latter seems preferable, so as not to establish diamonds; but if B. plays thus, Dummy's second re-entry, the king of diamonds, can be forced from his hand while the clubs are still blocked by the declarer. The declarer must therefore lead diamonds at Trick 3, *establishing the opponents' suit*. The play involves no risk of loss, because if Z had more than five diamonds originally, Y. will not have one to return after the second round.

## TRICK 3.



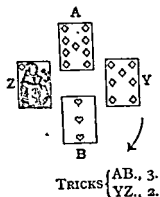
TRICKS { AB., 3  
YZ., 0

## TRICK 4.

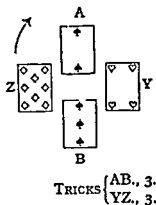


TRICKS { AB., 3  
YZ., 1.

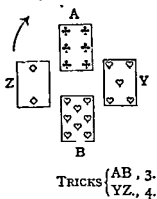
TRICK 5.



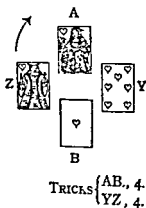
TRICK 6.



TRICK 7.



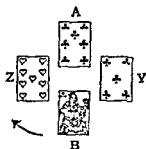
TRICK 8.



REMARK (Trick 7)—In discarding, the declarer has only to be careful not to blank his king of spades.

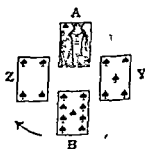
If he were to make that mistake he would undo the whole effect of his previous tactics, as the re-entry card could then be taken away before the clubs are clear in Dummy's hand.

## TRICK 9



TRICKS { AB, 5.  
YZ, 4.

## TRICK 10.



TRICKS { AB, 6.  
YZ, 4.

TRICKS 11 to 13.—A. makes his two clubs, and B. makes the ace of spades

AB, win nine tricks and the game.

## THE HANDS

A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :

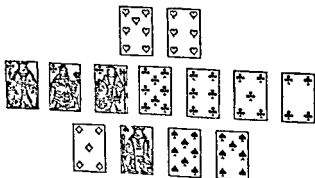
♥ Q.	♥ 7, 5, 4	♥ A, 10, 8, 3	♥ K, J, 9, 6, 2.
♠ J, 8, 7, 6, 3, 2	♠ A, 10, 5, 4.	♠ K, Q, 9.	♠ None.
♦ K, 9, 3.	♦ 10, 7, 5.	♦ A, 6.	♦ Q, J, 8, 4, 2.
♣ K, 7, 2.	♣ J, 8, 5.	♣ A, 10, 9, 3	♣ Q, 6, 4.



HAND NO. XXIX

Inducing the opponents to hold up, by concealing re-entry

B.'s (DUMMY'S) HAND :



A.'s HAND :



SCORE : Love all.

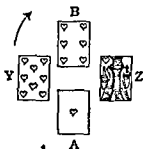
THE DECLARATIONS —Z. calls One Heart. A., One No-trump. Y., No. B., Two Clubs. Z., No. A., Two No-trumps. All pass.

NOTE ON THE DECLARATIONS —With B.'s hand, he is undoubtedly right to overcall his partner's No-

trumper, leaving the latter free to overcall again, if he chooses, without further increasing the contract. A, having the ace and another club, is also right to revert to his No-trumper.

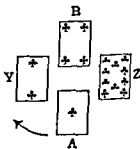
### THE PLAY

#### TRICK 1



TRICKS { AB, 1  
YZ, 0

#### TRICK 2.

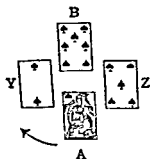


TRICKS { AB, 2  
YZ, 0

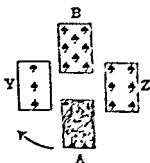
REMARK (Trick 2)—The game is obviously won. The declarer now plans for a Grand Slam, to secure which two tricks in spades are necessary, which at first sight may seem impossible since the opponents hold the ace. A's idea is to play out the ace of clubs first, and then to discontinue that suit, simulating an endeavour to put Dummy into the lead with his king of spades. The opponents will doubtless be induced to think that A has no other club to lead, and if the one who has the ace of spades has two other spades with it, he will hold it up twice, so as to

be able to kill Dummy's king, and so shut out (as he will think) all the rest of the established club. Nothing can be lost, anyway, by trying this on.

## TRICK 3.


 TRICKS { AB., 3.  
YZ., 0.

## TRICK 4.


 TRICKS { AB., 4  
YZ., 0.

TRICKS 5 to 13 — At Trick 5, A. leads the 7 of clubs. Dummy makes the six remaining clubs; then A. makes the queen of hearts, and the ace, king of diamonds.

AB. win Grand Slam.

## THE HANDS

A.'s HAND:	Y.'s HAND:	B.'s HAND:	Z.'s HAND:
♥ A, Q, 4, 3.	♥ 8.	♥ 7, 6.	♥ K, J, 10, 9,
♣ A, 7.	♣ 9, 3, 2.	♣ K, Q, J, 8, 6,	♣ 5, 2.
♦ A, K, 8, 7, 4.	♦ Q, 10, 6, 2.	♦ 5, 4.	♦ 10.
♠ Q, J.	♠ 10, 9, 4, 3, 2.	♦ 5.	♦ J, 9, 3.
		♠ K, 8, 7.	♠ A, 6, 5.

## HAND NO. XXX

Making an early trick in a short suit. Watching the opponents' discards

Y.'s (DUMMY'S) HAND :



Z 's HAND :



SCORE : Love all.

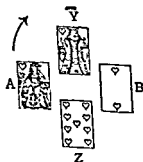
THE DECLARATION —Z calls One No-trump All pass

NOTE ON THE DECLARATIONS —There is no reason

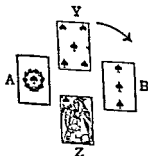
for A. to bid his hearts, since he will have the lead. His hand holds out no prospect of eight tricks in Hearts, while if B. has either ace or king of that suit, the game ought to be safe against the No-trump call.

## THE PLAY

## TRICK 1.

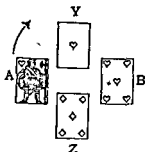

 TRICKS { AB., 0.  
YZ., 1.

## TRICK 2.


 TRICKS { AB., 1.  
YZ., 1.

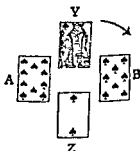
REMARK (Trick 1).—The declarer has ten tricks in sight, and can secure an eleventh by leading spades. It is better to do this at once, while the adversaries are still unaware of the distribution of the clubs and diamonds. The declarer's chance of a twelfth trick depends on the discards that AB. will have to make upon the clubs later on.

## TRICK 3.



TRICKS { AB., 1.  
YZ., 2.

## TRICK 4.

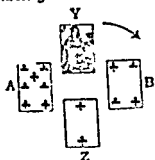


TRICKS { AB., 1.  
YZ., 3

REMARK (Trick 3).—The declarer will not, of course, hold up the ace of hearts, as he is now playing for a Small Slam. He discards a diamond in the hope that AB. will also discard from diamonds, and enable Dummy to win the third round eventually with the 9. A. must hold the 10 of hearts, and Dummy's 8 is the next best

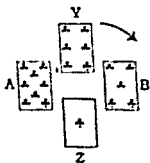
REMARK (Trick 4).—It is important, in order to embarrass effectually the adversaries in their discards, to lead out the king of spades before playing out the clubs.

TRICK 5.



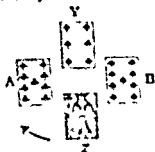
TRICKS { AB, 1.  
YZ, 4.

TRICK 6.



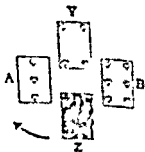
TRICKS { AB, 1.  
YZ, 5.

TRICK 7.



TRICKS { AB, 1.  
YZ, 6.

TRICK 8.

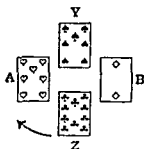


TRICKS { AB, 1.  
YZ, 7.

REMARK (Trick 7) —After B has discarded to this trick, there is only the knave of spades remaining in the opponents' hands

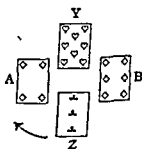
REMARK (Trick 8) —AB are now throwing away their established suit Only the 10 and 7 of hearts now remain in their hands

## TRICK 9.



TRICKS  $\begin{cases} AB, 1. \\ YZ, 8. \end{cases}$

## TRICK 10



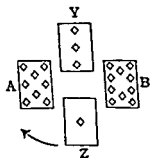
TRICKS  $\begin{cases} AB, 1. \\ YZ, 9 \end{cases}$

REMARK (Trick 9) —Dummy's spade is of course useless as the declarer still has the 4 in his own hand. B is beginning to throw away diamonds

REMARK (Trick 10) —A also is now throwing away diamonds to keep his 10 of hearts. Dummy's 8 has served its purpose, and is of no further use

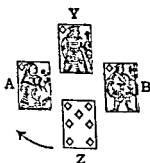


TRICK II.



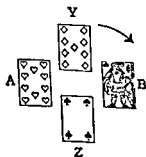
TRICKS { AB, I.  
YZ., 10.

TRICK 12.



TRICKS { AB., I.  
YZ., 11.

TRICK 13.



TRICKS { AB, I.  
YZ, 12.

The declarer wins a Small Slam.

## THE HANDS

A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :

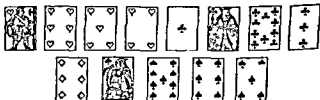
♥ Q, J, 10, 7, 3   ♥ A, K, 8, 4   ♥ 6, 5, 2.   ♥ 9  
 ♣ 9, 8, 7.   ♠ Q, 6   ♣ 5, 4   ♠ A, K, J, 10, 3, 2.  
 ♦ Q, 8, 4   ♦ K, 9, 3   ♦ J, 10, 6, 2.   ♦ A, 7, 5  
 ♠ A, 10   ♠ K, 7, 6, 5.   ♠ J, 9, 8, 3.   ♠ Q, 4, 2.

However A. and B. discard it will be seen that they cannot escape their fate.

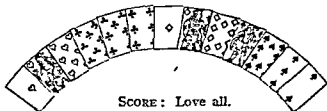
## HAND NO. XXXI

Refusing to finesse, in order not to imperil fulfilment of contract

Y.'s (DUMMY'S) HAND :



Z.'s HAND :

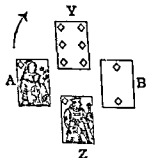


SCORE : Love all.

THE DECLARATION — Z calls One No-trump. All pass

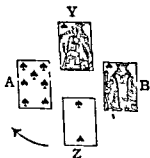
THE PLAY

TRICK 1.



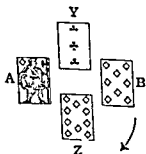
TRICKS { AB, 0  
YZ, 1.

TRICK 2.



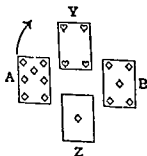
TRICKS { AB, 1.  
YZ, 1

TRICK 3



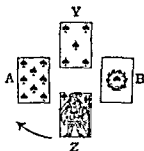
TRICKS { AB, 2.  
YZ, 1

TRICK 4.



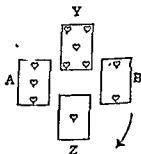
TRICKS { AB, 2  
YZ, 2

## TRICK 5.



TRICKS { AB., 3  
YZ, 2.

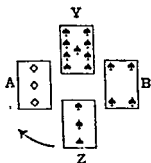
## TRICK 6.



TRICKS { AB, 3  
YZ, 3

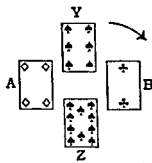
REMARKS (Trick 6).—A clear case for not finessing the hearts. A has three established diamonds, as is shown by the previous play. If, at Trick 6, Z. were to play the 8 of hearts, and A. should hold the king, Z. cannot win his contract. Of course, if B. holds the king of hearts, the finesse at Trick 6 would win the game at once, but the essential point is to make sure of the contract. Moreover, as will appear in the sequel, the declarer has still a prospect of game, even after refusing the finesse.

TRICK 7.



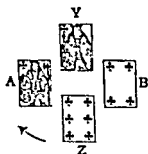
TRICKS { AB., 3.  
YZ., 4.

TRICK 8.



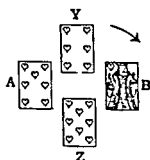
TRICKS { AB., 3.  
YZ., 5.

TRICK 9.



TRICKS { AB., 3.  
YZ., 6

TRICK 10.

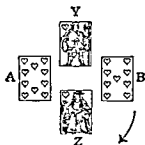


TRICKS { AB., 4.  
YZ., 6.

REMARK (Trick 9) —At this point, Z. leads a round of clubs, to see if the knave or queen will fall, in which case game is still on the cards.

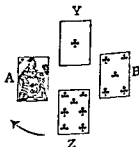
REMARK (Trick 10) — The heart lead leaves the eight tricks quite safe, for there is only one diamond left in A.'s hand. To lead the ace of clubs first would lose a trick if A.'s knave turned out to be a singleton.

## TRICK 11.



TRICKS  $\begin{cases} AB, 4. \\ YZ, 7 \end{cases}$

## TRICK 12



TRICKS  $\begin{cases} AB, 4 \\ YZ, 8 \end{cases}$

TRICK 13 is taken by Y. with the 10 of clubs. YZ win the game

## THE HANDS

A'S HAND	Y'S HAND	B'S HAND.	Z'S HAND:
♥ 10, 7, 3	♥ J, 6, 5, 4	♥ K, 9, 2.	♥ A, Q, 8
♣ Q J	♣ A, K, 10, 3	♣ 9, 5, 4, 2	♣ 8, 7, 6
◇ Q, J 9 7, 4, 3 ◇ 6		◇ 8, 5, 2	◇ A, K, 10.
♠ 8, 7.	♠ Q, 9, 6, 5	♠ A, K, 4	♠ J, 10, 3, 2.

**A "Shut-out" call of No-trumps. Refusing to finesse**



SCORE Rubber game love all

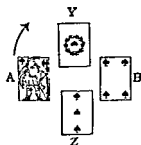
THE DECLARATION —Z calls Three No trumps  
All pass

NOTE ON THE DECLARATION.—If Z can establish his clubs before the adversaries have established hearts or spades his hand is good for eight tricks. He is entitled to expect his partner to take at least one

trick out of the remaining five. Nine tricks will win the game and rubber. If A has a strong heart or spade suit, there is no preventing his opening it on his lead. But by declaring "pre-emptively," up to the full strength of his hand, Z will no doubt be able to prevent B from directing A what to lead, if B's hand be the dangerous one. There are different opinions as to the advisability of pre-emptive calls, in the present instance, Z's policy is abundantly justified by the result.

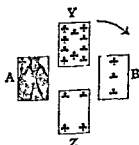
## THE PLAY

## TRICK 1



TRICKS { AB, 0  
YZ, 1

## TRICK 2.



TRICKS { AB, 1  
YZ, 1

REMARK (Trick 1)—The lead may be from king knave, 10, in which case the queen in Z's own hand would win the trick. But then again, the king may



be in B's hand and Z cannot afford to run the risk. There is no doubt from A's lead that B has the hearts; and if the latter wins the first trick, he will immediately establish them. Should the finesse in clubs thereafter fail the declarer will hardly win more than the odd trick and possibly not even that. Therefore Dummy must put on the ace of spades at once, so as to establish clubs before the hearts are opened. If, after all, the king of spades is in A's hand no harm will have been done as the lead will be with A and Z will still hold the guarded queen.

TRICKS 4 TO 13—YZ win four clubs and three diamonds—nine tricks in all contract, game and rubber. AB. win the three tricks that remain.

### THE HANDS

A's HAND:		Y.'s HAND:		B's HAND:		Z.'s HAND:	
♥ 10, 6, 5		♥ 9 8, 4		♥ K Q J, 7, 3, 2		♥ A	
♠ K, 9		♠ 10, 6, 2		♠ 8, 7, 3		♠ A, Q J, 5, 4	
♦ J, 10, 4, 3		♦ 7, 6, 5		♦ 9 8		♦ A, K, Q 2.	
♣ J, 10, 9, 5		♣ A, 8, 6 2.		♣ K, 4		♣ Q 7, 3	

Z's bid effectively puts the closure on B. Should he dare to call Four Hearts Z will double (being almost sure of four tricks in his own hand) and AB will go down for 200 less 32 honours.

On the other hand if Z starts with One No-trump, B bids Two Hearts—and is only too glad of the opportunity. If Z over bids with Two No-trumps he cannot make them as A will open with hearts. If the bid of Two Hearts is allowed to stand it will succeed through A's getting a ruff on the third round of clubs.

At Trick 3. B overtakes the 10 of hearts, in case A's 10 should be a singleton, and Z should decline to win it.

## HAND NO. XXXIII

Inference. Placing the lead

A's (Dummy's) HAND:



B's HAND:



SCORE: Love all.

THE DECLARATIONS.—Z, One Spade. A., No. Y., No. B., Two Hearts. Z, Two Spades. A., Three Hearts. Y., No. B., No. Z, Three Spades. A., No. Y., No. B., Three No-trumps. All pass.

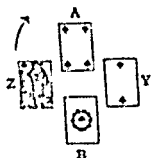
NOTE ON THE DECLARATIONS — A, with three certain trump tricks and ace of a plain suit, is perfectly right to support his partner's call. Z can only reckon his hand as good for probably eight tricks if spades are trumps and cannot expect much from Y, in face of his silence and the adverse bidding, but he is right to try and save game against the hearts. B's change to No-trumps deters him from continuing the bidding, yet he would have lost less, as the cards lie, by going to Four Spades even assuming them to be doubled as is not unlikely.

As this is an instructive example of "flag flying" it is as well to compare the two results in figures. Being two tricks down on doubled Spades, Z would lose 200 less 72 for honours = 128. The result of allowing the Three No-trumps to stand is the loss of 30 for tricks, 30 for aces, and 125 (the value of the game) totalling 185.

The deal furthermore offers a clear illustration of the possible value of a 'pre-emptive' call. Had Z started with Three Spades, neither opponent could have overbid or doubled, and Z would actually have won 22 points, viz, 72 for honours less 50 for being one trick down. Thus, in this instance the shut out call would have benefited Z to the extent of 207 points!

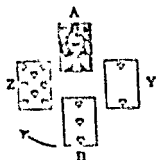
THE PLAY

TRICK 1.



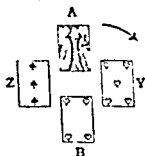
TRICKS { AB, 1  
YZ, 0

TRICK 2.



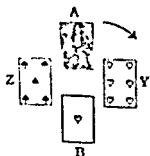
TRICKS { AB, 2.  
YZ, 0

TRICK 3.



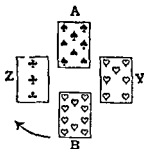
TRICKS { AB, 3  
YZ, 0

TRICK 4



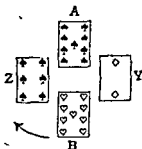
TRICKS { AB, 4.  
YZ, 0

## TRICK 5.



TRICKS { AB, 5  
YZ, 0

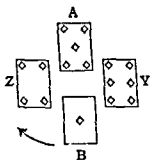
## TRICK 6



TRICKS { AB, 6  
YZ, 0

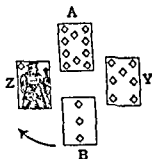
REMARK (Trick 6) —The bidding and the discards enable B to read Z's hand to a certainty. He could not have bid three Royals unless he had both king of clubs and king of diamonds guarded, and at least seven spades. His discard of the three of clubs shows that he had originally three clubs and therefore seven spades exactly. After Trick 6, Z must remain with three winning spades, king and another club, king and another diamond. B's game is to lead out ace of diamonds followed by small diamond, allowing Z to make king of diamonds and his three spades. The declarer must then take the last two tricks, fulfilling his contract, and winning the game.

TRICK 7



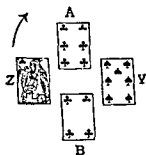
TRICKS { AB, 7.  
YZ, 0

TRICK 8



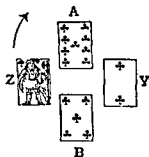
TRICKS { AB, 7.  
YZ, 1.

TRICK 9



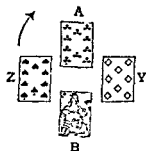
TRICKS { AB, 7  
YZ, 2

TRICK 10

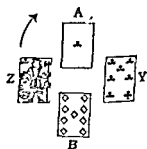


TRICKS { AB, 7  
YZ, 3.

## TRICK 11.


TRICKS { AB, 7  
YZ, 4

## TRICK 12.


TRICKS { AB, 8  
YZ, 4

TRICK 13 is won by B with the queen of diamonds  
AB win nine tricks and the game

## THE HANDS

A.'s HAND Y's HAND. B's HAND. Z's HAND:

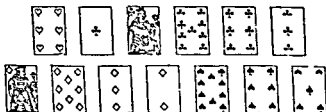
♠ K, Q, J   ♠ 7, 6, 5, 2   ♠ A, 10, 9, 4, 3   ♠ 8  
 ♣ A, 10, 9, 6   ♣ 8, 7, 2   ♣ Q, 5, 4   ♣ K, J, 3  
 ♦ J, 10, 5   ♦ 8, 7, 6, 2   ♦ A, Q, 9, 3   ♦ K, 4  
 ♠ 9, 8, 4   ♠ 7, 2   ♠ A.   ♠ K, Q, J, 10, 6, 5, 3.



HAND NO. XXXIV

Inferences. Forcing discards

Y.'s (DUMMY'S) HAND :



Z's HAND :

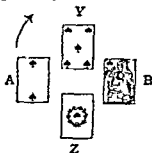


SCORE : Love all.

THE DECLARATION.—Z. calls One No-trump. All pass.

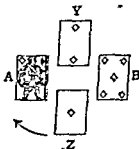
## THE PLAY

## TRICK 1.



TRICKS { AB, 0  
YZ, 1

## TRICK 2

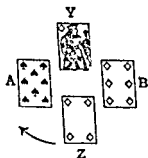


TRICKS { AB, 0  
YZ, 2

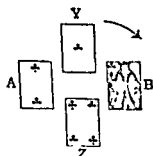
REMARK (Trick 1) — A has led from four spades exactly, headed by the knave

REMARK (Trick 2) — Unless the knave of diamonds is a false card A has no more. Having opened from a weak four card suit, he cannot hold five cards or more in either hearts or clubs. He has therefore exactly four in each of these suits. B has therefore a single club, and this must be the king, for if A had four clubs to the king he would have opened that suit rather than the spades. It is as well to lead another round of diamonds at once, to make sure that the knave was a true play

## TRICK 3

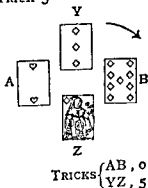

 TRICKS { AB, 0  
YZ, 3

## TRICK 4

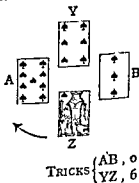

 TRICKS { AB, 0  
YZ, 4

REMARK (Trick 3) —The declarer now sees that, if his inferences are correct he can win Grand Slam by forcing both A and B to unguard the third round of hearts in order to keep the knave of spades and the 10 of diamonds respectively. The king of clubs will fall to the ace leaving Dummy with queen and 9 over A's guarded 10. Also B must hold the king of hearts, so that queen and ace will win if Dummy leads the 6.

## TRICK 5

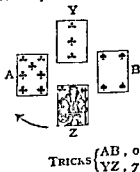


## TRICK 6

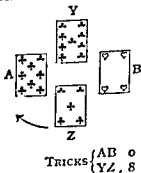


REMARK (Trick 6)—To be able to force the discards effectively, Z must lead out his king of spades before the clubs are played out, which will transfer the lead again to Dummy

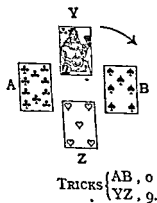
## TRICK 7



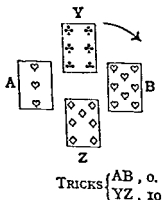
## TRICK 8



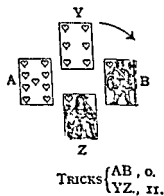
TRICK 9.



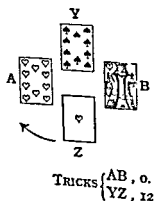
TRICK 10.



TRICK 11.



TRICK 12.



TRICK 13.—Z. makes the last heart, the 7.  
 YZ win Grand Slam.

## THE HANDS

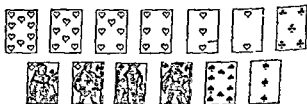
A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :  
 ♥ 10, 9, 3, 2. ♥ 6. ♥ K, J, 8, 4. ♥ A, Q, 7, 5.  
 ♣ 10, 8, 7, 2. ♣ A, Q, 9, 6, 3. ♣ K. ♣ J, 5, 4.  
 ♦ J. ♦ K, 8, 3, 2. ♦ 10, 9, 6, 5. ♦ A, Q, 7, 4.  
 ♠ J, 9, 8, 2. ♠ 10, 6, 5. ♠ Q, 7, 4, 3. ♠ A, K.

There is no way of escape for AB, no matter how they discard. At Trick 10, B. sees that he cannot throw away his 10 of diamonds, and A. that he cannot throw away his knave of spades.

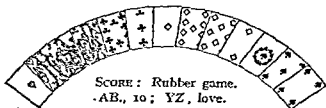
## HAND NO. XXXV

Throwing a master-card to avoid the lead

A.'s (DUMMY'S) HAND :



B.'s HAND



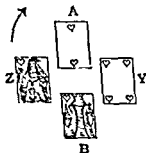
SCORE : Rubber game.  
 AB., 10 ; YZ, love.

THE DECLARATIONS—Z passes A, No Y, No B, One No trump Z, No A, Two Hearts Y, No Z, Two No trumps All pass

NOTE ON THE DECLARATIONS—A is right to overcall B, as a warning that he has not much support unless hearts are trumps B, with ace king of hearts, two more aces, and probably two tricks in clubs, is perhaps right to overcall again, at the score, for the better chance of the rubber.

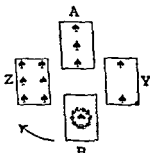
## THE PLAY

## TRICK 1



TRICKS { AB, 1  
YZ, 0

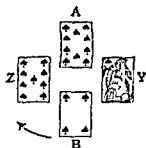
## TRICK 2



TRICKS { AB, 2.  
YZ, 0

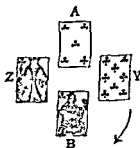
REMARK (Trick 1)—It is evident that Z has opened from queen knave, 9 to four hearts

## TRICK 3.



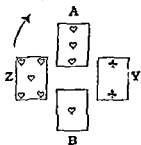
TRICKS { AB, 2  
YZ, 1.

## TRICK 4



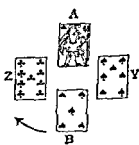
TRICKS { AB, 2  
YZ, 2

## TRICK 5



TRICKS { AB, 3  
YZ, 2.

## TRICK 6

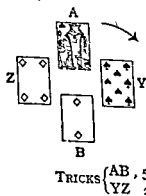


TRICKS { AB, 4  
YZ, 2

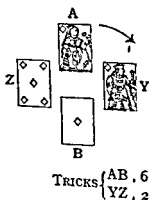


REMARK (Trick 6)—Z's opening lead shows that he could not have had four clubs originally, nor anything better than four low diamonds. His discard here shows that he remains with ace of clubs single and four diamonds exactly.

## TRICK 7

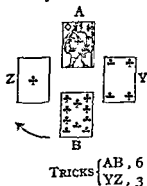


## TRICK 8

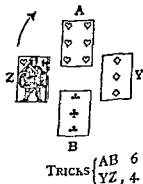


REMARK (Trick 8)—Since Y must have two diamonds left after this trick, it is impossible that the 10 can fall to the knave. If Dummy is put into the lead with the latter card he will have to lead hearts up to Z's knave 9 and these two tricks with the ace of clubs and the 10 of diamonds will save the contract and game. The declarer must therefore lead a club and discard upon it the knave of diamonds, he will still retain the 9 and 8 of that suit in his own hand.

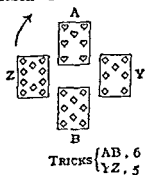
## TRICK 9



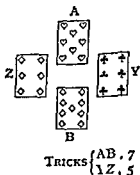
## TRICK 10



## TRICK 11



## TRICK 12



TRICK 13—B makes the knave of clubs and AB win the contract game and rubber

## THE HANDS

A.'s HAND: Y.'s HAND: B.'s HAND: Z.'s HAND:

♥ 10, 8, 7, 6, 3, 2. ♥ 4.	♥ A, K.	♥ Q, J, 9, 5.
♣ 5	♣ 8, 7, 6, 4, 2.	♣ Q, J, 10, 3.
♦ Q, J.	♦ K, 7, 3.	♦ A, 9, 8, 2.
♠ K, J, 10, 3.	♠ Q, 8, 7, 2.	♠ A, 5, 4.
		♠ 9, 6.

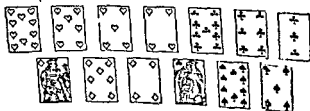
It is difficult to say, in view of the bidding, what is Z.'s best theoretical opening lead. As the cards lie, there is nothing so good as the heart.

At Trick 4, Y., having to lead a club, up to weakness in Dummy, from a worthless five-suit, leads the top card in order not to deceive his partner.

## HAND NO. XXXVI

Placing the lead with partner, by discarding the twice-guarded ace of a suit in which the opponents hold the king

B's (DUMMY'S) HAND:



A.'s HAND:

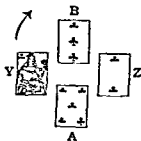


SCORE: Love all.

THE DECLARATIONS — Z calls One Club A., One No-trump All pass

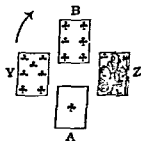
## THE PLAY

TRICK 1.



TRICKS { AB, 0  
YZ, 1

TRICK 2.

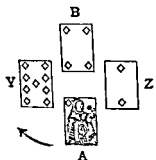


TRICKS { AB, 1  
YZ, 1

REMARK (Trick 1) — Y. may have no other club to lead.

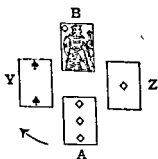
REMARK (Trick 2)—Z. would not have declared clubs on king, knave to four only. Crediting him with five, Y. cannot hold a third club, and there is no object in holding back the ace a second time.

## TRICK 3.



TRICKS { AB., 2.  
YZ., 1.

## TRICK 4.

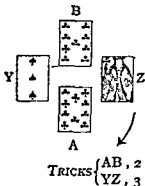


TRICKS { AB., 2.  
YZ., 2.

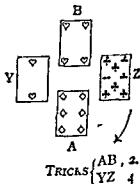
REMARK (Trick 3)—Holding three equal high cards, when the adversaries have five cards between them, one of the sequence should be played first from the hand which holds two, to see whether either adversary plays void. Better control is retained, in such an eventuality, over the other opponent.

REMARK (Trick 4).—Z remains, after this trick, with the 10 of diamonds guarded, which can be killed if the next lead in the suit comes from the table.

## TRICK 5

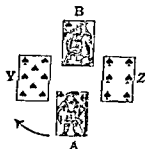


## TRICK 6



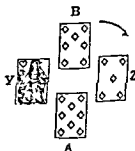
REMARK (Trick 6) — A's discards (here and to the next club which Z will lead) require careful consideration. He cannot discard the 4 and knave of spades or the lead of a small spade would take out his ace and compel him to lead diamonds to Z's guarded 10, allowing both that and the king of spades to win a trick. If he discards two diamonds his knave of that suit can similarly be taken out and he must lead spades to the guarded king with which Z may get in to make his second diamond. If he discards a diamond and a low spade he runs the risk of having to lead from both his tenaces, or else to get rid of his high hearts which it may be fatal to establish for the opponents. The only safe way out of his troubles is to discard a small diamond and the ace of spades when only the king of spades can make and the fulfilment of the contract is certain.

## TRICK 11.



TRICKS { AB, 5  
YZ, 6

## TRICK 12



TRICKS { AB, 6  
YZ, 6

TRICK 13 is taken by A with the knave of diamonds  
AB win the odd trick, and fulfil their contract.

## THE HANDS

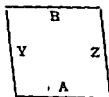
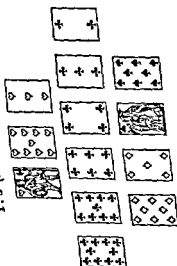
A's HAND: Y's HAND B's HAND: Z's HAND:

♥ A, K	♥ Q J 8 3 2	♥ 10, 7, 5, 4	♥ 9 6
♠ A, 10, 5	♠ Q 7	♠ 9, 6, 3	♠ K, J 8, 4, 2.
♦ Q J, 8 6 3	♦ 9	♦ K, 7, 4	♦ A, 10, 5, 2.
♣ A, J, 4.	♣ 9 8, 7, 3, 2.	♣ Q 10, 5.	♣ K, 6.

## HAND NO. XXXVII

Refusing to allow the declarer an opportunity to get rid of a blocking card

Y's (DUMMY'S) HAND:





## A.'s HAND:

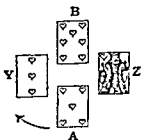


THE DECLARATIONS—Z calls One No-trump A Two Hearts Y., No. B, No. Z, Two No-trumps All pass

NOTE ON THE DECLARATIONS—Y. is not justified in bidding Three Clubs over A.'s Two Hearts, in order to warn Z. against increasing his No-trump bid.

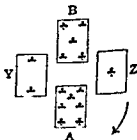
## THE PLAY

## TRICK 1.



TRICKS { AB, 0  
YZ, 1

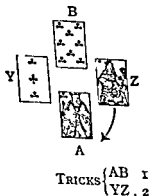
## TRICK 2



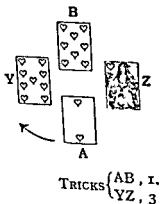
TRICKS { AB, 0.  
YZ, 2.

REMARK (Trick 1)—Although Z's second bid has marked him with protection in hearts, that suit is nevertheless the most advantageous for A to open

TRICK 3.

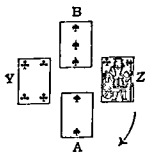


TRICK 4



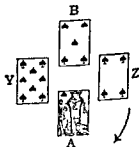
REMARK (Trick 3)—It may be assumed as certain that Z holds the only unseen club—the knave. As this blocks the suit Z must not be allowed the chance of discarding it so long as Y holds a re-entry. Therefore at Trick 4 A must continue with a small heart, not the ace so that Z may not be able to get rid of his club on the third round won by Dummy with the knave.

## TRICK 5



TRICKS  $\begin{cases} AB & 1 \\ YZ & 4 \end{cases}$

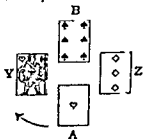
## TRICK 6



TRICKS  $\begin{cases} AB & 2 \\ YZ & 4 \end{cases}$

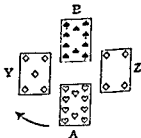
REMARK (Trick 6) — A must obviously put up the king at once in order to make the rest of the hearts. It is more than probable that Z holds the ace of spades.

## TRICK 7



TRICKS  $\begin{cases} AB & 3 \\ YZ & 4 \end{cases}$

## TRICK 8



TRICKS  $\begin{cases} AB & 4 \\ YZ & 4 \end{cases}$

TRICKS 9 TO 13.—A. makes his two remaining cards. At Trick 11 he leads a diamond which B. wins with the ace; the last two tricks are won by Z.

AB. win the odd trick.

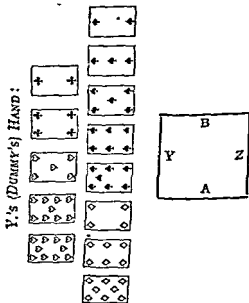
### THE HANDS

A.'s HAND: Y.'s HAND: B.'s HAND: Z.'s HAND:

♥ A, 10, 6, 5, 4, 2.	♥ J, 9, 3.	♥ 8, 7.	♥ K, Q.
♣ K, 7.	♣ 10, 9, 6, 4, 3, 2.	♣ 8, 5.	♣ A, Q, J.
♦ J, 6.	♦ 8, 5.	♦ A, Q, 9, 7, 2.	♦ K, 10, 4, 3.
♠ K, 7, 2.	♠ Q, 8.	♠ 10, 6, 5, 3.	♠ A, J, 9, 4.

## HAND NO. XXXVIII

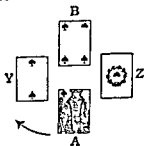
Interpretation of discards, and placing the  
lead for partner



shown that he stops the suit. It is better to go for the excellent chance (seeing that two nearly solid suits are against Z) of defeating the No-trump call.

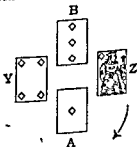
## THE PLAY

## TRICK 1.



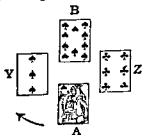
TRICKS { AB., 0.  
YZ., 1.

## TRICK 2.



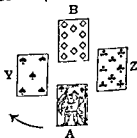
TRICKS { AB., 1.  
YZ., 1.

## TRICK 3.



TRICKS { AB., 2.  
YZ., 1.

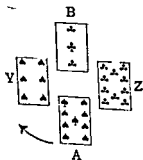
## TRICK 4.



TRICKS { AB., 3.  
YZ., 1.

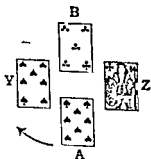
REMARK (Trick 4)—The discards on the spade suit must be followed intelligently by A.

## TRICK 5



TRICKS { AB, 4  
YZ, 1

## TRICK 6.



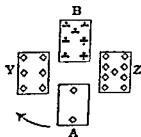
TRICKS { AB, 5  
YZ, 1

REMARK (Trick 6)—Z has thrown away all his clubs. B's 10 was clearly his last diamond, and he therefore remains with five established clubs and two hearts. The question is: What must A lead next? Now B cannot have ace and a small heart, or he would have thrown the small one rather than two of his established suit. Nor even ace and king of hearts or he would have thrown the ace, to make the position quite clear to A. (Furthermore, Z would then only hold queen, knave, 8, 7, and his call of Two No trumps

would scarcely have been justified.) If B. should hold both king and queen of hearts, A.'s lead is immaterial, for Z. will then in any case make his ace of hearts and his three remaining diamonds. The critical assumption is that B. has king of hearts singly guarded, in which case the lead of a heart will *lose every other trick and the contract*. A.'s lead, at Trick 7, therefore, must plainly be a diamond, to make Z. lead hearts up to B's presumed guard.

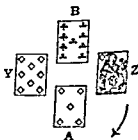
This is a typical example of a principle that is often very imperfectly comprehended: it may be very bad play to lead your partner his declared re-entry suit.

TRICK 7.



TRICKS { AB, 5.  
YZ, 2.

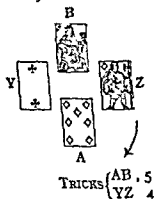
TRICK 8.



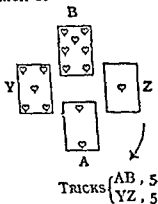
TRICKS { AB, 5.  
YZ, 3.



## TRICK 9



## TRICK 10



TRICKS 11 TO 13 — Z leads another heart won by B with the king, B then makes the ace and king of clubs

AB win eight tricks defeating the contract by three

## THE HANDS

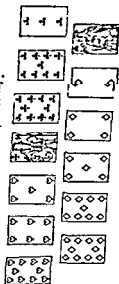
A's HAND	Y's HAND	B's HAND	Z's HAND
♥ 6 4 3 2	♥ 10 9 5	♥ K 7	♥ A Q J 8
♣ None	♣ 4 2	♣ A K Q 9 7	♣ J 10 8 6
♦ A 7 5 2	♦ 8 6 4	♦ 5 3	♦ K Q J 9
♠ K Q J 9 8	♠ 7 6 5 3 2	♦ 10 3	♠ A
		♠ 10 4	

At Tricks 3 to 6 Z rightly discards all his clubs, his only chance of fulfilling his contract being that A has no club to lead and that he may make four hearts and three diamonds in addition to his ace of spades

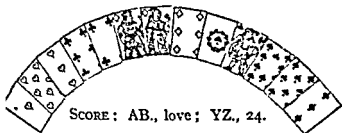
## HAND NO. XXXIX

Throwing a winning card speculatively, in the hope of placing the lead with partner

Y's (Dummy's) HAND:



## A.'s HAND:

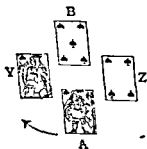


SCORE: AB., love; YZ., 24.

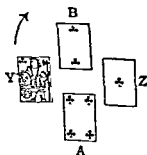
THE DECLARATIONS.—Z., One No-trump. A., Two Spades. Y., No. B., No. Z., Two No-trumps. All pass.

## THE PLAY

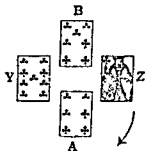
## TRICK 1.


 TRICKS { AB., 0.  
YZ., 1.

## TRICK 2.

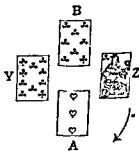

 TRICKS { AB., 0.  
YZ., 2.

## TRICK 3



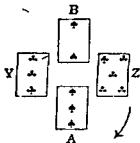
TRICKS { AB, 0.  
YZ, 3

## TRICK 4.



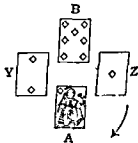
TRICKS { AB, 0  
YZ, 4

## TRICK 5



TRICKS { AB 0  
YZ 5

## TRICK 6



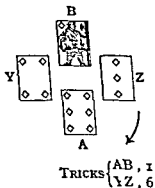
TRICKS { AB, 0  
YZ, 6

REMARK (TRICK 5) — B has shown two more spades at least by his play of the 5 to Trick 1, and his discard of the deuce to this trick. Z., who is marked with the

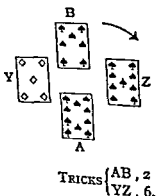
king can, therefore, only have a single guard to it, and all the spades will be good if B can lead the second round

REMARK (Trick 6)—If A keeps his two high diamonds, and the dealer has king of hearts and the guarded king of spades, the game is gone. A will be forced to lead the second round of spades and the most that he can then win will be ace and one other spade king, queen of diamonds, ace of hearts five tricks in all. A, therefore, throws his queen of diamonds in the hope that B may be able to get in with the knave. Should this hope fail the game can still be saved if B holds the king of hearts, though this does not seem a likely contingency in view of Z's bidding and of the fact that his best suit was one of only four.

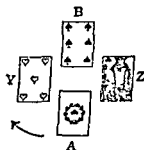
## TRICK 7



## TRICK 8



## TRICK 9



$$\text{TRICKS} \begin{cases} \text{AB} & 3 \\ \text{YZ} & 6 \end{cases}$$

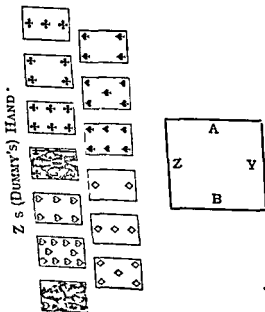
A now makes the last spade the king of diamonds and the ace of hearts Z makes the king of hearts. AB defeat the contract and save the game

## THE HANDS

A s HAND	Y s HAND	B s HAND	Z s HAND
♥ A 8 3	♥ 10 6 5	♥ Q J 7 2	♥ K 9 4
♣ 6 4	♣ J 10 9 3	♣ 8 7 2	♣ A K Q 5
♦ K Q 6	♦ 10 9 5 4 2	♦ J 7	♦ A 8 3
♠ A J 10 8 3	♠ Q	♠ 7 6 5 2	♠ K 9 4

## HAND NO. XL

Underplay: sinking three tricks to place the lead with partner



## B'S HAND:



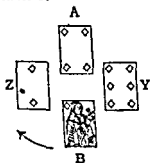
THE DECLARATIONS—Z passes A, One Diamond. Y, One No-trump All pass

NOTE ON THE DECLARATIONS—Y declares on the chance of his diamonds being a guard in the suit. The call was actually made in a Duplicate Match game in America, and probably would be ventured upon by most present day English players, who set little value on a Club declaration at a love score. On a Club call, YZ could in point of fact, have won nine tricks. It is the fashion to decry 18 points below the line as being of no significance, but an advancing score is always an asset, if only for its power to induce the opponents continually to venture beyond their depth, and so pile up penalties.



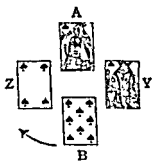
THE PLAY

TRICK 1.



TRICKS { AB, 1.  
YZ, 0.

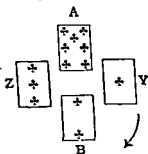
TRICK 2.



TRICKS { AB., 1.  
YZ., 1.

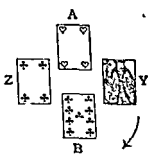
REMARK (Trick 2).—Y. holds the knave of spades.

TRICK 3



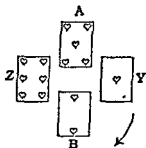
TRICKS { AB, 1.  
YZ, 2.

TRICK 4.



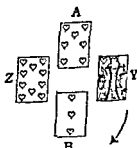
TRICKS { AB., 1.  
YZ., 3.

TRICK 5.



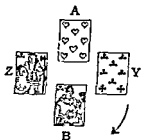
TRICKS { AB, 1.  
YZ, 4.

TRICK 6.



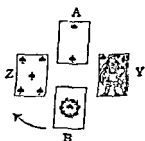
TRICKS { AB, 1.  
YZ, 5

TRICK 7.



TRICKS { AB, 2  
YZ, 5

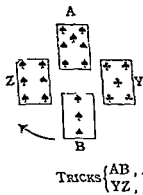
TRICK 8



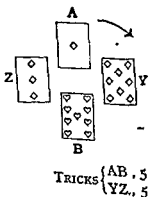
TRICKS { AB, 3  
YZ, 5.

REMARK (Trick 8) —Y. has no more spades; A. therefore holds the 7. If B. plays out his three established spades, AB. will win six tricks, but B. must then lead a heart, and YZ. will make the queen of hearts and another club, fulfilling their contract. The only chance of defeating it is to lead the 3 of spades at the next trick for A. to win, so that he may make whatever he holds in diamonds. The chance does not seem a hopeful one, since Y. overbid A. with No-trumps, and ought to be protected in A.'s suit.

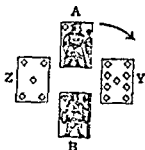
TRICK 9



TRICK 10

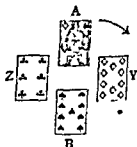


## TRICK 11.



TRICKS  $\begin{cases} AB, 6 \\ YZ, 5 \end{cases}$

## TRICK 12.



TRICKS  $\begin{cases} AB, 7 \\ YZ, 5 \end{cases}$

TRICK 13 -- A makes his last diamond AB win eight tricks, defeating the contract by two.

## THE HANDS

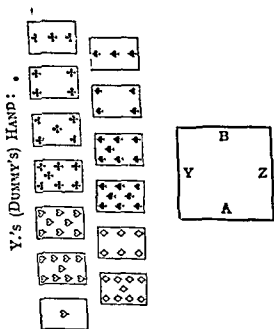
A's HAND : Y.'s HAND : B's HAND : Z's HAND :

♥ 8, 7, 5, 4	♥ A, K.	♥ J 9, 3, 2	♥ Q 10, 6
♣ 7	♣ 10, 8, 5	♣ Q 9, 2	♣ J, 6, 4, 3
♦ A, K, J, 7, 4	♦ 10, 9, 8, 6.	♦ Q	♦ 5, 3, 2
♠ Q, 7, 2.	♠ K, J.	♠ A, 10 9 8, 3	♠ 6, 5, 4

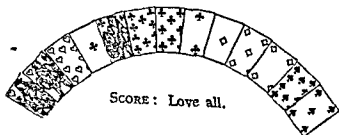
At Trick 1, as soon as B leads the queen of diamonds, A sees that Y. must have overbid speculatively on four to the 10, and that the suit will not be established if he overtakes the queen

## HAND NO. XLI

Throwing a master-card to allow partner to place the lead with Dummy



A.'s HAND:

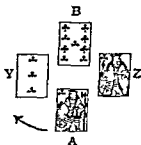


THE DECLARATIONS — Z calls One No-trump \*All pass

NOTE ON THE DECLARATIONS — Although Z's call turns out unfortunately, it will be seen that it is perfectly sound. Both A and B rightly refrain from doubling. A is weak in spades and B is very weak in clubs, neither intends to give YZ any opportunity of shifting. As a matter of fact, if Z is doubled, he will declare Two Diamonds which neither opponent can double, and the declarer will be only one trick down on the contract.

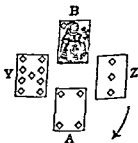
### THE PLAY

#### TRICK 1



TRICKS { AB, 0  
YZ, 1

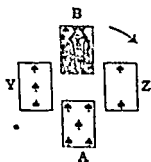
#### TRICK 2



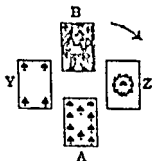
TRICKS { AB, 1  
YZ, 1

REMARK (Trick 1) — B has no more clubs, he would have put the queen on the knave had he held it with the 9. Z must have the queen and 6.

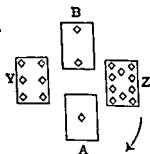
TRICK 3.


 TRICKS { AB, 2.  
YZ, 1.

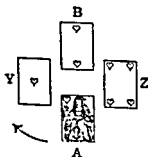
TRICK 4.


 TRICKS { AB, 2.  
YZ, 2.

TRICK 5.


 TRICKS { AB, 3.  
YZ, 2

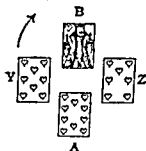
TRICK 6.


 TRICKS { AB, 3.  
YZ, 3.

REMARK (Trick 5) —It may be taken as certain that Z. had at least five diamonds to the king, knave, 10 ; after this trick they are established. If Z holds the king of hearts, he has won the contract, no matter

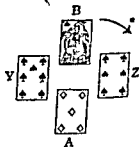
how A plays. It must therefore be assumed that B has that card. A cannot continue his clubs since to allow Z to make his queen would give him the four more tricks he wants. A's next lead should clearly be a heart.

## TRICK 7



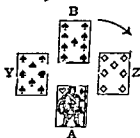
TRICKS { AB, 4  
YZ, 3

## TRICK 8



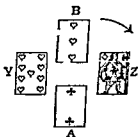
TRICKS { AB, 5  
YZ, 3

## TRICK 9



TRICKS { AB, 6  
YZ, 3

## TRICK 10



TRICKS { AB, 6  
YZ, 4



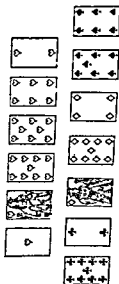
## THE HANDS

A.'s HAND: Y.'s HAND: B.'s HAND: Z.'s HAND:  
 ♥ Q. J. 10. ♥ A. 9. 8. ♥ K. 6. 5. 3. 2. ♥ 7. 4.  
 ♠ A. J. 10. 8. 2. ♠ 7. 5. 4. 3. ♠ 9. ♠ K. Q. 6.  
 ♦ A. 5. 4. ♦ 9. 6. ♦ Q. 8. 2. ♦ K. J. 10. 7. 3.  
 ♣ 10. 5. ♣ 8. 7. 4. 3. ♣ K. Q. J. 9. ♣ A. 6. 2.

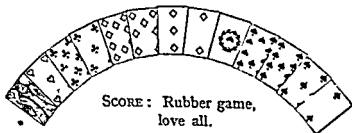
## HAND NO. XLII

Inferences. Arranging to circumvent a  
 protection in the declarer's hand

A.'s (Dummy's) HAND:



## Z.'s HAND:

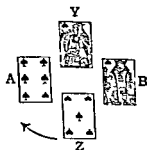


THE DECLARATIONS—Z., One Spade. A., Two Hearts. Y., Two Spades. B., Two No-trumps. All pass.

NOTE ON THE DECLARATIONS—Z's call is theoretically too weak, but is given as it was made in actual play.

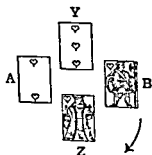
## THE PLAY

## TRICK 1.



TRICKS { AB, 1.  
YZ, 0

## TRICK 2.



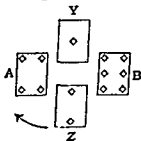
TRICKS { AB, 1.  
YZ, 1.

REMARK (Trick 1)—Y's play of the queen of spades

shows that B holds the knave, and from the latter's declaration it may be confidently assumed to be guarded

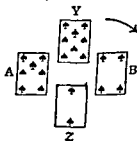
REMARK (Trick 2).—With a card of re-entry in Dummy, the declarer would have won the king of hearts and continued the suit on the chance of catching the 10. Even if the 10 did not fall to the queen only one trick would be lost in the suit, whereas the dealer has submitted to the certain loss of one trick and the possible loss of a second. The evident explanation is that Dummy holds no sure card of re-entry. But if the declarer had the ace of diamonds Dummy's king would be a re-entry. Therefore the ace of diamonds is held by Y. Z's next lead then will be a small diamond in order that the spades may be led through B's guard.

## TRICK 3



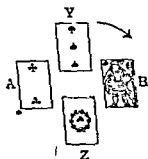
TRICKS { AB, 1.  
YZ, 2.

## TRICK 4.

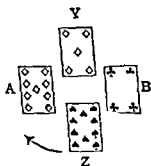


TRICKS { AB, 1.  
YZ, 3

## TRICK 5


 TRICKS { AB, 1.  
YZ, 4

## TRICK 6.


 TRICKS { AB, 1.  
YZ, 5

TRICKS 7 TO 13 — Z makes the 9 of spades AB win the rest of the tricks

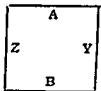
AB win the odd trick, and are one down on their contract.

## THE HANDS

A's HAND	Y's HAND	B's HAND	Z's HAND:
♥ A, Q, 9, 8, 6, 2	♥ 10, 7, 3	♥ J, 4	♥ K, 5.
♣ 9, 2	♣ Q, 10, 7, 6, 3	♣ A, K, J, 4	♣ 8, 5
♦ K, 9, 4	♦ A, 5	♦ Q, J, 8, 6	♦ 10, 7, 3, 2.
♠ 7, 6	♠ Q, 8, 3	♠ K, J, 4	♠ A, 10, 9, 5, 2

## HAND NO. XLIII

Correct discarding



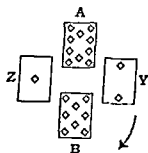
Y's (Dummy's) HAND:

B's HAND:



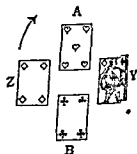
SCORE: Love all.

## TRICK 3



TRICKS  $\begin{cases} AB, 0 \\ YZ, 3 \end{cases}$

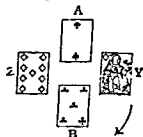
## TRICK 4.



TRICKS  $\begin{cases} AB, 0 \\ YZ, 4 \end{cases}$

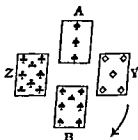
REMARK (Trick 4) — A's discard of a heart may be taken as a warning to B to do all that he can to defend that suit. B must therefore be careful to retain all three of his hearts.

## TRICK 5



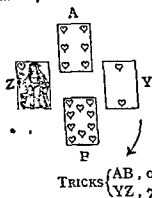
TRICKS  $\begin{cases} AB, 0 \\ YZ, 5 \end{cases}$

## TRICK 6

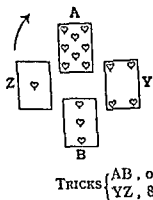


TRICKS  $\begin{cases} AB, 0 \\ YZ, 6 \end{cases}$

## TRICK 7

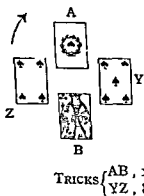


## TRICK 8

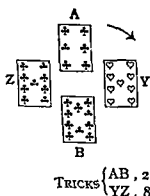


REMARK (Trick 7) — The play of the 10 of hearts makes certain either of securing the lead or of forcing queen or ace from Z. If Y had led the knave, B. would, of course, have covered with the king.

## TRICK 9



## TRICK 10



TRICKS 11 to 13 — B makes the two last clubs and the king of hearts AB save the game

### THE HANDS

A's HAND:	Y.'s HAND.	B's HAND	Z's HAND.
♥ 8, 6, 5	♥ J, 9 4, 2.	♥ K, 10, 3	♥ A, Q, 7
♠ 7, 6	♠ A	♠ K, Q J, 10, 5, ♣ 9 8, 3	
♦ 10 6	♦ K, Q, J, 5, 2.	4, 2.	♦ A, 9, 4, 3.
♣ A, J, 8 6 3, 2	♣ Q, 10, 5	♦ 8, 7	♣ K, 9 4
		♣ 7.	

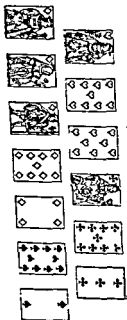
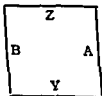
The actual play of the game from which the above distribution of cards has been reproduced was quite different At Trick 4, A did not discard a heart ("so as not to betray his partner's hand," he explained), and B eventually threw away one of his hearts ("trusting A for at least the queen," being the excuse) The consequence was the loss of ten tricks and the game

A should have considered that if Z held ace and queen of hearts, he was certain to finesse in any case, to make game, and B should have seen that he could make sure of saving the game on his own cards without trusting his partner for anything except the ace of spades—his declared suit.



HAND NO. XLIV

Holding up in order to kill a re-entry in  
Dummy



A's (Dummy's) Hand:

Y's HAND

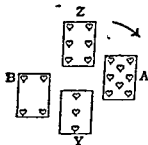


SCORE: Love all.

THE DECLARATIONS.—Z. passes A., One Diamond. Y., One Heart. B., One No-trump. Z., No. A., No. Y., Two Hearts. B., Two No-trumps. All pass.

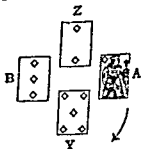
## THE PLAY

## TRICK 1.



TRICKS { AB., 1.  
YZ., 0.

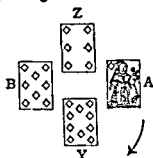
## TRICK 2.



TRICKS { AB., 2.  
YZ., 0.

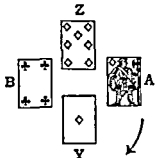
REMARK (Trick 1)—If Y. were to play the knave of hearts, he would leave a sure re-entry card in Dummy's hand for the diamonds, since Y. could not then kill both the queen and the 9 of hearts. The ace of hearts must, of course, be with B., both because he overcalled Y.'s One Heart with One No-trump, and also because Z.'s 6 must be his highest of the suit.

TRICK 3.



TRICKS  $\begin{cases} AB., 3. \\ YZ., 0. \end{cases}$

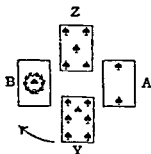
TRICK 4.



TRICKS  $\begin{cases} AB., 3. \\ YZ., 1. \end{cases}$

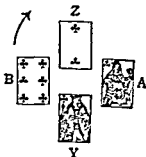
REMARK (Trick 3).—From the declarations it would seem probable that B. had only two diamonds; still, it is safer to hold up the ace until the third round.

TRICK 5.



TRICKS  $\begin{cases} AB., 4. \\ YZ., 1. \end{cases}$

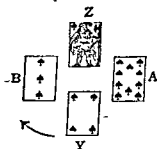
TRICK 6.



TRICKS  $\begin{cases} AB., 4. \\ YZ., 2. \end{cases}$

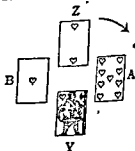
REMARK (Trick 5).—The spade is the only possible lead. Z. must have some high cards in the suit, and it is, in any case, impossible to lead up to Dummy's queen of clubs.

## TRICK 7.



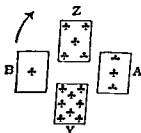
TRICKS { AB, 4  
YZ, 3

## TRICK 8.



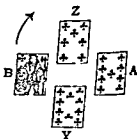
TRICKS { AB, 5  
YZ, 3

## TRICK 9.



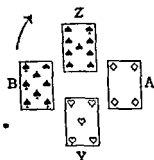
TRICKS { AB, 6  
YZ, 3

## TRICK 10.

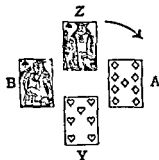


TRICKS { AB, 7.  
YZ, 3.

## TRICK 11


 TRICKS { AB, 7  
YZ, 4

## TRICK 12


 TRICKS { AB, 7  
YZ, 5

TRICK 13 — Z makes the last spade AB make the odd trick only, and are one short of their contract

## THE HANDS

A's HAND	Y's HAND	B's HAND	Z's HAND
♥ Q, 9, 8	♥ K J 7 5 3	♥ A, 10, 4	♥ 6, 2
♣ Q 9 3	♣ K 10 8	♣ A, J, 6, 4	♣ 7, 5, 2.
♦ K Q J 9 4	♦ A 10, 5	♦ 8, 3	♦ 7, 6, 2
♠ 10 2	♠ 7, 4	♠ A, Q 8, 3	♠ K J 9 6, 5

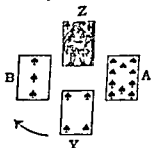
If, at Trick 11, B leads a heart, Y will make the rest of the tricks instead of Z

## HAND NO. XLV

Throwing high cards to avoid the lead, so as not to let Dummy in to make an established suit

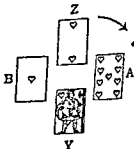
REMARK (Trick 5) — The spade is the only possible lead. Z must have some high cards in the suit, and it is, in any case, impossible to lead up to Dummy's queen of clubs.

## TRICK 7-



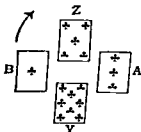
TRICKS { AB, 4  
YZ, 3

## TRICK 8



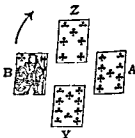
TRICKS { AB, 5  
YZ, 3

## TRICK 9



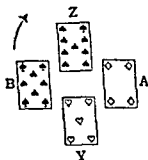
TRICKS { AB, 6  
YZ, 3

## TRICK 10

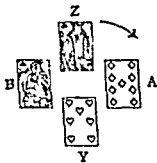


TRICKS { AB, 7  
YZ, 3

## TRICK 11.


 TRICKS { AB, 7  
YZ, 4

## TRICK 12.


 TRICKS { AB, 7  
YZ, 5.

TRICK 13—Z makes the last spade. AB make the odd trick only, and are one short of their contract

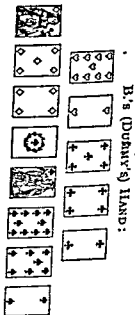
## THE HANDS

A's HAND	Y's HAND	B's HAND	Z's HAND:
♥ Q 9 8	♥ K J, 7 5, 3	♥ A, 10, 4	♥ 6, 2.
♣ Q 9, 3	♣ K, 10, 8	♣ A, J, 6, 4	♣ 7, 5, 2.
♦ K Q J 9 4	♦ A, 10, 5	♦ 8, 3	♦ 7, 6, 2.
♠ 10, 2	♠ 7, 4	♠ A, Q, 8, 3	♠ K, J, 9 6, 5

If, at Trick 11, B leads a heart, Y. will make the rest of the tricks instead of Z

## HAND NO. XLV

Throwing high cards to avoid the lead, so as not to let Dummy in to make an established suit



Z's HAND



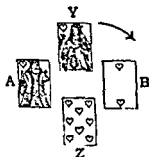
SCORE: Love all

THE DECLARATIONS —Z, One Club A, One No-trump. Y., Two Hearts. B, No. Z, No A, Two No-trumps. All pass.

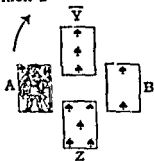


## THE PLAY

## TRICK 1

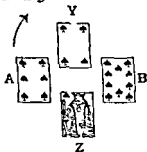

 TRICKS { AB 1  
YZ 0

## TRICK 2

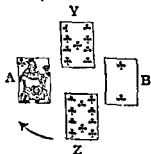

 TRICKS { AB 2  
YZ 0

REMARK (Trick 2) — Z must hold up the king of spades in the hope that A has only two of the suit, and will not be able to lead a third round. Dummy's only other chance of getting in depends on the queen of diamonds which Z can control.

## TRICK 3

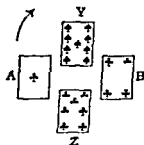

 TRICKS { AB 2  
YZ 1

## TRICK 4


 TRICKS { AB 3  
YZ 1

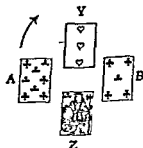
REMARK (Trick 4)—The usual lead from king knave, 10 is the knave; but when leading up to Dummy, the lowest card of a sequence will give third hand all the information necessary, and will be the most likely card to puzzle the declarer as to the position of the higher cards which he cannot see. Y's 9 shows that he has no more clubs, and that A. holds the ace, 8, and 6.

## TRICK 5



TRICKS { AB, 4  
YZ, 1

## TRICK 6

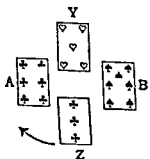


TRICKS { AB, 4  
YZ, 2

REMARK (Trick 5)—Y's discard of the only unseen spade makes it certain that A cannot lead the suit again. He must hold the ace of diamonds, for he could not have bid with nothing of value in either diamonds or spades, and, to justify his Two No-trumps must also hold the ace of hearts. If Z allows the lead to be thrown back to him in clubs, and is

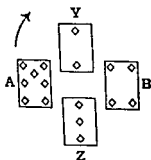
then forced to lead diamonds, the three tricks in clubs will be the last he can win, and the game is gone. He therefore throws the 7 of clubs under the ace, retaining the 3.

TRICK 7



TRICKS { AB, 5  
YZ, 2

TRICK 8

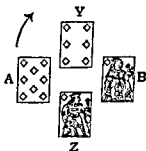


TRICKS { AB, 6.  
YZ, 2.

REMARK (Trick 7) — Z is now able to throw back the lead into A's hand by compelling him to win the 3 with the 6.

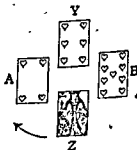
REMARK (Trick 8) — Similarly, Z must refuse to win the 7 of diamonds. If he did, he could make his king of clubs (four tricks in all), but would then have to lead up to Dummy's guarded queen of diamonds.

## TRICK 9.



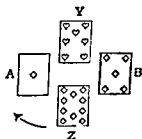
TRICKS { AB., 6.  
YZ., 3.

## TRICK 10.



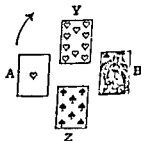
TRICKS { AB., 6.  
YZ., 4.

## TRICK 11.



TRICKS { AB., 7.  
YZ., 4.

## TRICK 12.



TRICKS { AB., 8.  
YZ., 4.

TRICK 13.—A. leads the 9 of diamonds, taken by Z. with the knave.

AB. win eight tricks and fulfil their contract, but YZ. save the game.

## THE HANDS

A.'s HAND : Y.'s HAND : B.'s HAND : Z.'s HAND :

♥ A, K, 4.    ♥ Q J, 10, 7, 6, ♥ 9, 2.    ♥ 8.

♣ A, Q, 8, 6.    5, 3.    ♣ 5, 4, 2.    ♣ K, J, 10, 7, 3

♦ A, 9, 8, 7.    ♣ 9.    ♦ Q, 5, 4.    ♦ K, J, 10, 3.

♠ J, 6.    ♦ 6, 2.    ♠ A, Q, 10, 7, 2. ♠ K, 8, 5.

♠ 9, 4, 3.

Y. is probably right to open with his hearts, instead of his partner's clubs. A. has shown command of both the suits ; the hearts are unusually long, and can be led up to A. without disadvantage, being headed by a sequence.